



NINTENDO
SWITCH™



METROID™

DREAD

TEEN
ADOLESCENTES

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ESRB



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Metroid Dread Walkthrough and Guide



Welcome to Neoseeker's Metroid Dread guide and walkthrough! With this guide, you can expect a full walkthrough from beginning to end with strategies for boss fight, locations of all Missile Tanks and other collectibles, and much more!

It's only been a couple of months since the announcement of the game, but surprisingly enough it took the gaming world by storm! Without counting Metroid: Samus Returns, it's been over 10 years since the last "real" Metroid game, and that was Metroid: Other M that wasn't well received.

This game takes place immediately after Metroid Fusion, a game that came out almost 20 years ago for the GameBoy Advanced. We are to travel to a new planet where there are indications that the **X Parasite** is still a thing. Of course, since Samus has Metroid in her blood she's the only one capable of dealing with them without being infected, like she previously was. What will be the outcome?

Join us as we set out in this adventure with beautiful Samus into planet **ZDR**. What awaits us? Are the X still alive? Let's find out, together!

Yours,
~ vinheim & sokkus

What this guide will offer:

- Complete walkthrough for the game from start to finish.
- Strategy for every boss fight.
- Location of all Missile Tanks.
- Location of all Energy Tanks.
- Location of all weapons and upgrades.
- Much, much more!

Controls



Switch	Function
A	n/a
B	Jump
X	Melee Counter (while running: Dash Melee)
Y	Shoot
L	Free Aim
ZL	Slide
R	Missile Mode
ZR	n/a
+	Map
—	Options

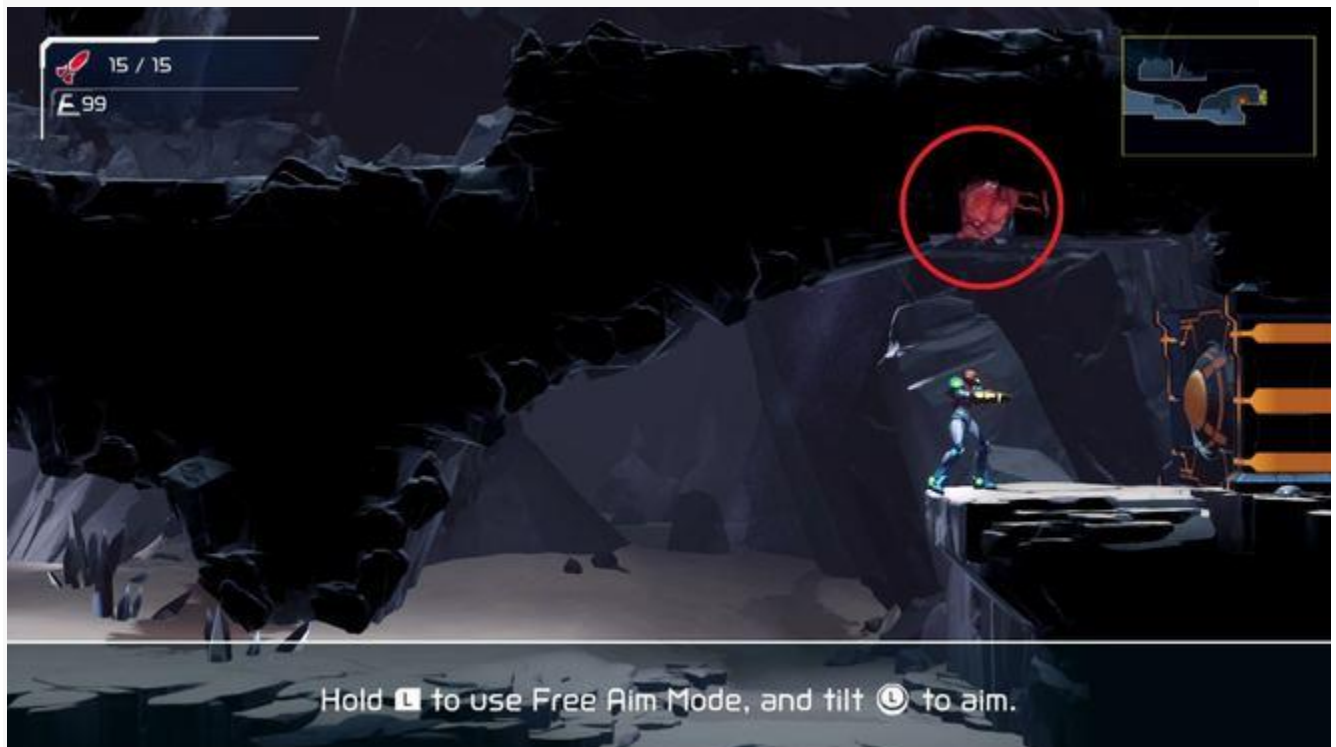
Artaria

As we start in the main menu, go ahead and select your file you want to use to save your game [data](#) and as you do this we'll start the game, but not before getting some quick tidbits about **Metroids** and what they are/were. We also get to learn real quick about **X**, the parasites we found during Metroid Fusion all the way back in GBA! What's this, 20 years ago? Wow!

We also get some very good quality scenes as the events of Metroid Fusion take place. Right after you'll see where we're going, to a planet called **ZDR**. We were sent a video of an **X** parasite still alive and it's supposed to be there. It seems the Galactic Federation sent **seven E.M.M.I.** to this planet to investigate if it was true.

Anyway, continue watching scenes (I'm still fanboying over here) and soon thereafter, we'll be left in front of a destroyed elevator in the background. Go ahead and check the settings if you want, especially the controls. They work similar to Metroid: Samus Returns.

For now, the path to the left is closed so head right to the next area. You'll have your first enemy here. It doesn't do much but walk around. Further ahead you'll be taught how to slide **ZL**. Do so and on the other side you'll see another door that's locked. Above us you can see a red blob on the ceiling. Here you're taught about Free Aim.



[Shoot](#) it and it'll explode. This will be a concurrent thing throughout the game (at least the first couple areas) so shoot them when you see them. Move ahead and you'll see a pair of white blocks in the vertical passage. These can be destroyed but they regenerate after a couple of seconds. Go ahead and break them, jump to where they were to hang on from the ledge and make your way upwards.

At the top you'll find a **Refill Station**.

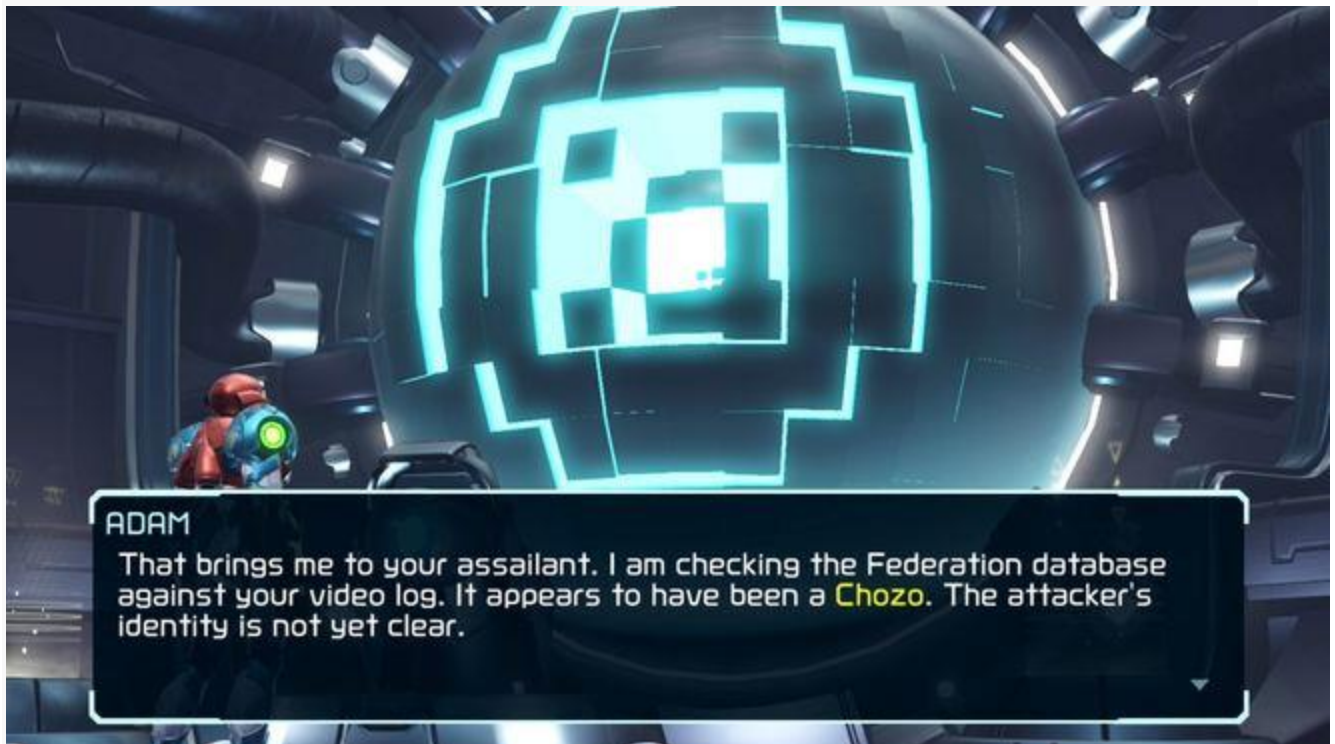
REFILL STATIONS



Throughout the game you'll find these scattered throughout the areas. These are extremely helpful as they refill either your ammo or your energy. They are different in color and they're both marked in the map so make note and very good use of them.

From here we cannot go left through the hole so head right and you'll be taught about shooting missiles. Shoot one at the red block to destroy it and slide to get through. Right after you'll be taught about destructible blocks that are hidden. These can be destroyed simply by shooting at them. For some you may need missiles, but we'll let you know. Go through the door at the end.

As we enter this next room we'll trigger a little scene where we find our first **Network Station**. We'll talk with Adam for a bit, which is cool.



He tells us that the dude that attacked us was actually a Chozo. I thought they were no more! Save your game (you can save your game here and proceed right to the next area.

NOTE: all save rooms will appear as yellow rooms in your map. These will either be save rooms and/or Network Stations.

In this next room we'll have a slug enemy. These guys drag themselves across the walls and don't really do much. Drop down and head right to trigger a little scene where we're ambushed by a larger enemy. This is scripted and it's where we're taught about **Melee Counter**. This is new to the Metroid series and you'll most likely enjoy it.

MELEE COUNTERS

Melee Counters are an excellent addition to Samus's arsenal. When an enemy attacks, a white ring will appear around it. Hitting the **X** button when you see this will trigger the counter. An enemy hit by a counter will be stunned for a short time and Samus's weapon will automatically be targeted to the enemy, allowing you to instantly shoot them. Killing enemies that are stunned in this fashion will have them drop additional items, so use it often!.



Start making your way up this area while killing enemies (there'll be a new bat-looking enemy that loves swooping and some more slugs) and practicing your melee counters as you ascend. As you go up you'll eventually start going up and right. You'll see there's a wall on the right side that looks like a door. You'll find several of these and you can only open them from the other side.



From here head up and slide through the hole in the wall and you'll be immediately taken to the map. You're told about the map blinking. This is an amazing [feature](#) as it lets us know if there's a hidden item.

NOTE: this blinking is **ONLY** for items that are hidden. If you've found an item a marker will appear on your map. If you select it you can see what your item is and if you have it or not.

Knowing this, blast the red blob in the ceiling to open it up and you'll find your very first **Missile Tank**. Nice!



Head into the next room and we'll get another little scene where we're introduced to one of the E.M.M.I.. These things don't really look all that scary, but once they start chasing you then it gets your blood pumping.

This guy starts by walking at you. You can shoot at it all you want but you won't be able to damage it.

Instead it'll end up grabbing you and you're told that you **CAN** get out of his hold by pressing (X), but the timing is extremely difficult, and I mean **REALLY** difficult. Of course you'll do it here because it's scripted so do so and slide under it while stunned.

Run right into the next room and go up the platform. This poor guy cannot come up here because it's missing an arm. Head inside the door and we'll find some sort of cocoon. This upgrades our Arm Cannon and gives us the **Omega Cannon**. This early with an upgrade? Not quite. The Omega Cannon is temporary and will vanish after we do what we're supposed to do.

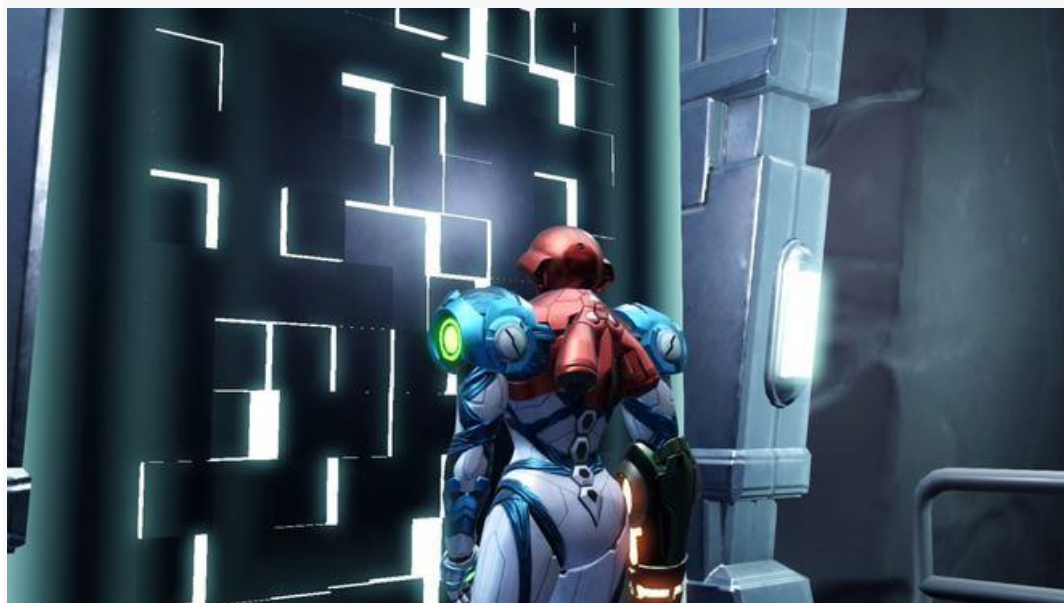
We're told how to use it: hold (L) to aim and hold (R) to charge the beam. Once charged press (Y) to shoot it. You're going to want to shoot at the red dot to open up the door.



Head back now, drop back down and start aiming at the door to the left. You'll see the EMMI come back walking really slow. Once your beam is fully charged, aim at the head and shoot. This will destroy the EMMI and the Omega Cannon will disappear. Yeah, it only works for killing EMMIs, at least for right now.

With the EMMI dead though, return left and shoot the door. Remember that door I told you before we could only open from the other side? It's this one. For now though, head up and you'll now be able to open the upper left door into the next room. which is a **save room**. Go ahead and save your game and proceed left.

Here we'll have a new enemy, which looks like some pincers on the wall. They don't do much either, but they'll start biting if you get too close. Anyway, the bottom door is locked so slide to the left, jump into the puddle and break the red blob to get rid of the water. This allows you to jump up to the ledge above, where another little scene will [play](#) where we'll see a weird looking door.



Remember this door well. This will come in handy. As soon as you enter the map will be open up and an outline will appear. All this is part of the map. If you take a quick look you'll see that this part of the map is gray. This is because this is an EMMI zone. We'll explain more about this later.

Anyway, in here go down and the lower right door is locked. You'll want to go up the left side and enter the door over here. Yet again, we'll have another scene playing here and we'll be under attack from another EMMI. Unlike the previous one, this one is all good and ready to make your life miserable.

EMMI SECTIONS

One big part of Metroid Dread are the EMMIs chasing you around. This is terrifying and can feel claustrophobic at times.

One thing you've got to note is that these EMMIs will only appear inside the rooms that are gray in your map. That's the reason why the rooms are colored gray.

Another big thing is that there are NO items in these areas. The reason for this is because your main focus here is survival. These EMMI can hear you, and if they do they'll start moving towards you. They spot you and the chase actually begins.

The door we used to get in here (the weird looking one) is the entrance to these EMMI areas and it's also your exits. These, however, will close if the EMMI has a red [light](#) and is actually chasing you. You're going to want to lose the EMMI so that the doors unlock.

ONE LAST NOTE: we'll be putting these areas in these grayed out boxes so you know when we're in an EMMI area so you can focus more on survival and you KNOW you're not missing items.

With that note said, I'll be giving you rough directions while you're in these EMMI areas so you can focus on running away.

Head up at the beginning and right into the next room. In this next room, head right into the next one, then drop down and slide under the wall on the right and into the water.

EMMI will most likely be charging at you and you'll see the door on the right is closed (just like I stated in the note above). The EMMI cannot chase you under walls so you're safe here. Let EMMI leave and proceed through the door to escape from the EMMI area. Phew!

This next outdoor room is fantastic, and if you take a look you'll be able to see something invisible moving in the background. Wild. Head right and go up the vertical shaft to find a **Missile Tank** on the right side.



As you grab the Missile [Tank](#) you'll see that the door closes. We'll need an upgrade to get through these. Anyway, head left into the next room, which is a **Network Station**. Watch the scene and save up your game!

The upper right and lower left doors are locked right now, but the upper left is open. Follow this door into the next room. Head up in here and blast the red blob on the left to break the ceiling. This creates a platform below and reveals a Missile Tank we cannot get right now. We'll have to come back later. Drop down and you'll see one of those doors to the left. Enter it for an EMMI area.

Yes, you'll notice that the colors in these areas are not as saturated as they usually are. This is mostly to give the game more of a spooky feeling. In here drop down and enter the door on the right. You'll be right underneath the previous room with a refill station. Use it if needed and return inside that EMMI area.

Back inside drop down, ignore the door on the right and head left to find another locked door. Above it is a door that you should take into the next room. In here we'll finally have EMMI chase us around. Our objective is to go to the left side of the area and into the next room.

Here slide through the small gap to drop down and destroy the blob in the upper right, just to keep it open, then head left into a hallway. You need to destroy the wall to proceed but you'll have to be quick because EMMI is coming from the left. If you encounter it run back to the right and try to shake it. In the room past this hallway head to the lower left exit.

We're clear from EMMI, for now at least. Head left in here in the water, jump over the platform in the center and on the other side you can shoot the block inside on the right to reveal another Missile Tank we cannot get. Hmm.



Oh well, we'll come back later. [Head](#) left now for a **save room**. Use it and continue left. We can only go down here so do so and we'll be in more water. Head right and you'll see we can go up and right. Head right first, kill the little enemies floating around with your melee counter and in the next room destroy the red blob to break open the wall.

Return and go up now to find a **Map Room**. We'll get the map here and you'll see that to the right we have a lot more grey squares. Yeah, all of this grayed out area is where the EMMI is. Prepare yourself because we're on to the "hard" part. Anyway, leave this room to the right and here head up and exit to the left. Kill the large enemy and continue left to find a **Missile Tank**.

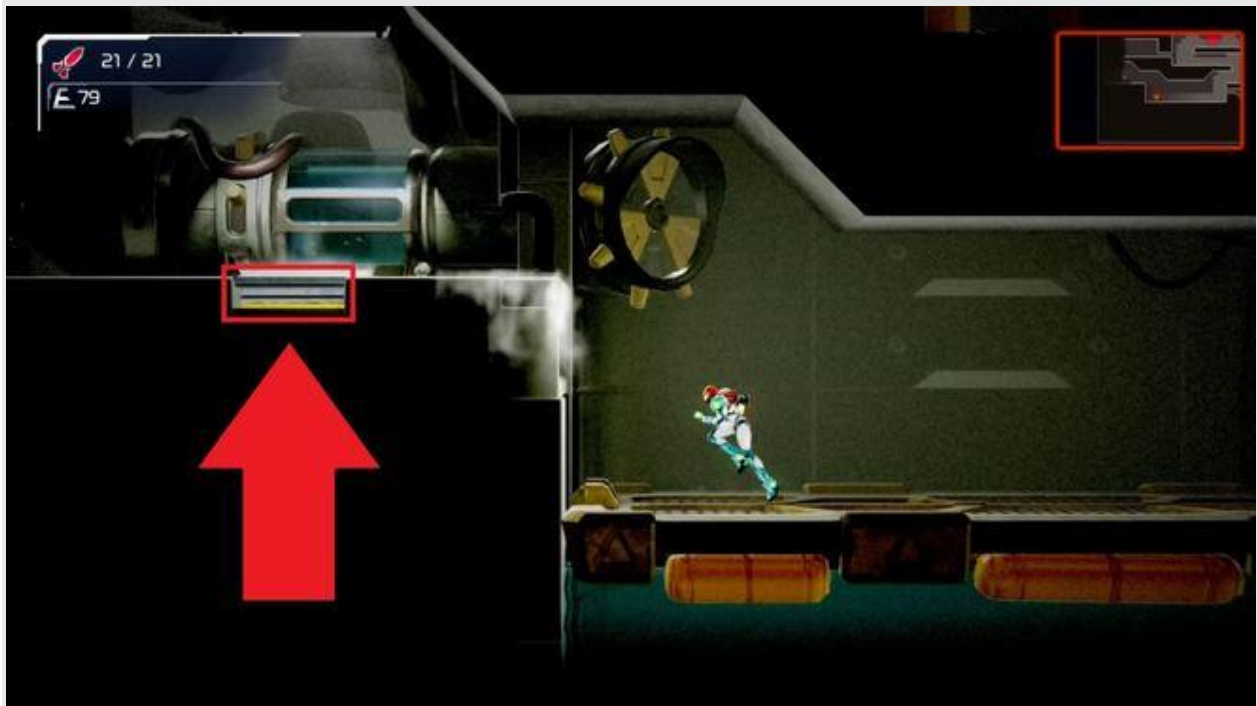


Return and go down now into the water. Head right and we'll be back into the EMMI area.

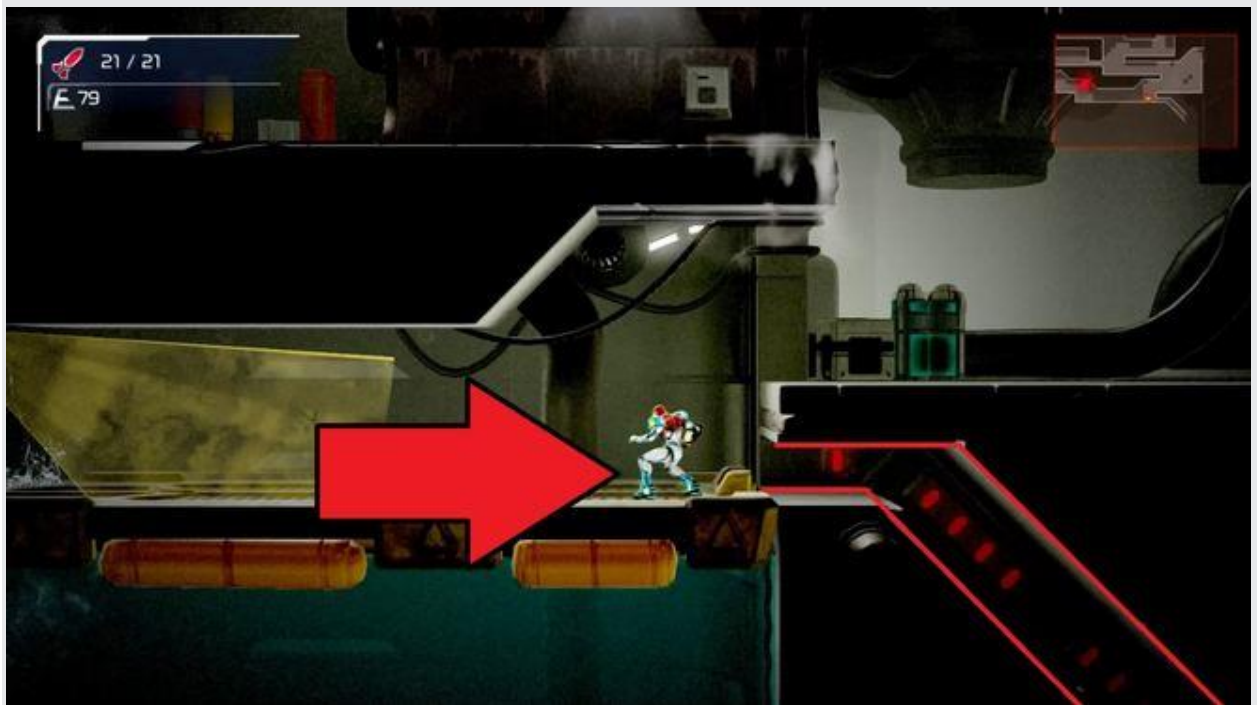
In here slide to the right and you'll see a new little enemy. This thing can only be destroyed with a missile. They are pretty tame, but you may want to destroy them because they drop a lot of items.



From here head right into the next room, and here go down. At the bottom you'll see a platform floating on top of the water with some orange containers. Jump on the platform to the left and stand on the small pressure plate in front of the water tank.



This drains the water tank and makes the floating platform go up. You'll want to do this until the tank is empty and the floating platform is real high. When you do you want to go right and you'll see that you can now slide down into the hole. If the EMMI is coming your way simply go up and around.



Once in the next room, slide under the wall and leave the area using the bottom door.

In here move to the center and jump down to find an energy refill station. Down here go to the left and take a look at the door on the left. Do you see the blue mist coming out of it? This is one of those freezing areas that will hurt you if you go inside. Instead you want to destroy the red blob under the door and on the other side you'll find the first missile-locked door.



Shoot a missile at it and go through. The doors here are locked, but slide under the left wall and you'll find the first upgrade, the **Charge Beam**.



We can finally charge our shot! Simply hold **(Y)** to charge and release it to shoot. Also note that, as long as you hold the shot and you spin jump you'll be able to hit enemies while spin jumping.

Anyway, all those doors that are off you can finally open them up with a charge shot. Return to the previous room and go through the door on the right now. Do you recognize this room? Yep, it's where we started the game! Open up your map and locate the door all the way to the right (a couple of rooms to the right).



Head on over there, open the door and go through. In here go up a couple of platforms and slide through the wall on the right to get the **Energy Tank**.



Head up and go through the door. Go right and make your way all the way up to the save room. Save your game, leave through the door on the left and open the door below you, which leads us to the EMMI area.

As you enter, however, you'll see something that looks like an eyeball. What is this thing? Move through the hallway into the next room and you'll trigger another little scene where you see this "eyeball" moving around. Kinda creepy!

In here there's no EMMI thankfully, but as soon as you enter the upper left door you'll be able to encounter it. Anyway, in this next room slide through the left wall and go up, entering the door on the upper right. Continue following the path into the next room, drop down, slide through the wall on the right and proceed to the next room.

We're back in the cave where we saw the invisible monster in the background. Head up when possible and proceed to the Network Station. Save up your game and enter the upper right door. Thanks to our fancy new Charge Beam, we can now open this one!

In here you'll immediately see a **Missile Tank** to the right you can easily get by sliding.



Above this you can destroy the blocks to access the upper part of the room. Use it to head right to the next room. Open up the door on the right and we'll go through a very neat tunnel with an amazing looking background.

In the next room you'll have a door on the right and another on the left. You'll see there's this red mist coming out of both of these. The red mist is an indicator that these are very hot rooms, which will hurt you if you go inside, just like the freezing zone we previously found.

To continue, drop to the bottom (the bottom right door is also locked) so head left to find a **save point**. Save up your game and continue. In the next room you'll see there's a metal wall above the door. We'll open this from the other side. Go through the bottom door and stand on the platform above you. This will redirect the thermal fuel, opening doors that are shown to you in the cutscene. Pretty nice!

Before we leave, there's a block to the right you can destroy with a missile. Do so and it'll reveal a **Missile Tank**. Shoot a charged shot at the door to open it, then go around and grab it. Nice!



Continue left and make your way up. Shoot the red blob above and the door on the left will be open thanks to the thermal fuel. Return to the Network Station and the bottom left door is now open. Stand on the middle platform to talk to Adam and it seems there's no info on the Chozo we met at the beginning of the game. Save your game and proceed left through the bottom door. Use the refill station here and after we'll be in yet another EMMI area.

Here we go again. In here you'll see that the thermal fuel is opening the door to the lower left corner of the room. You're going to want to start following the thermal fuel line in the background.

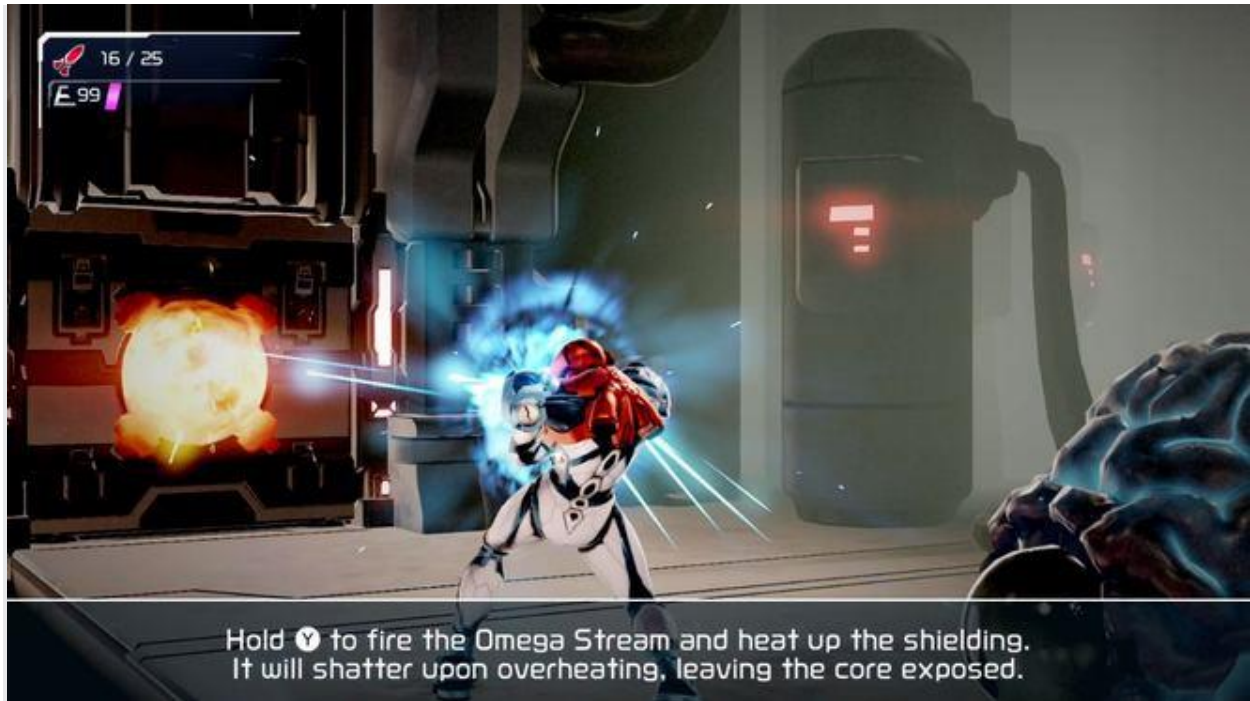
In the next room drop down and move to the lower left corner of the room where another thermal door will appear. In here the door will open and you'll start falling. Dang it. When you land slide under the wall on the right to reach the next room, then quickly proceed to the upper right door into the next room.

Here you'll want to go **UP** and slide under the wall to trigger a little scene and then we'll be fighting the "eyeball" thing we previously saw.

This thing is super easy to defeat. The eyeball itself doesn't have any attacks, but in the room itself we have a little turret on the ceiling and 2 little lines on each side. These lines shoot out a fiery ring that travels slowly towards you. These go in a straight line so they're extremely easy to avoid. The turret also just shoots one bullet at a time. They travel much faster than the rings, but still it's pretty easy to dodge.

After you do enough damage, you'll destroy the outer shell and reveal the fleshy eyeball, which is kinda gross. The turrets and rings become faster, but it's still easy to avoid.

After the fight we'll get the Omega Cannon back. You know what that means! Time to kill the EMMI. We'll need to get out of here by destroying the seal on the door. Unlike the previous time when we got the Omega Cannon, we can now use the Omega Cannon like a machine gun. The reason for this is because you want to heat up the shield protecting the weak point (the red dot they have on their face) by shooting at it nonstop.



Doing this will reveal the weak point. Blast the door open just like we did before (hold **L** and **R** to charge the shot) and head through. We'll be back and now we need to destroy that EMMI. In my game (and most likely in yours too), the EMMI came from the upper left corner. I quickly went to the hallway underneath, go as far left as I could and waited for it to come down.

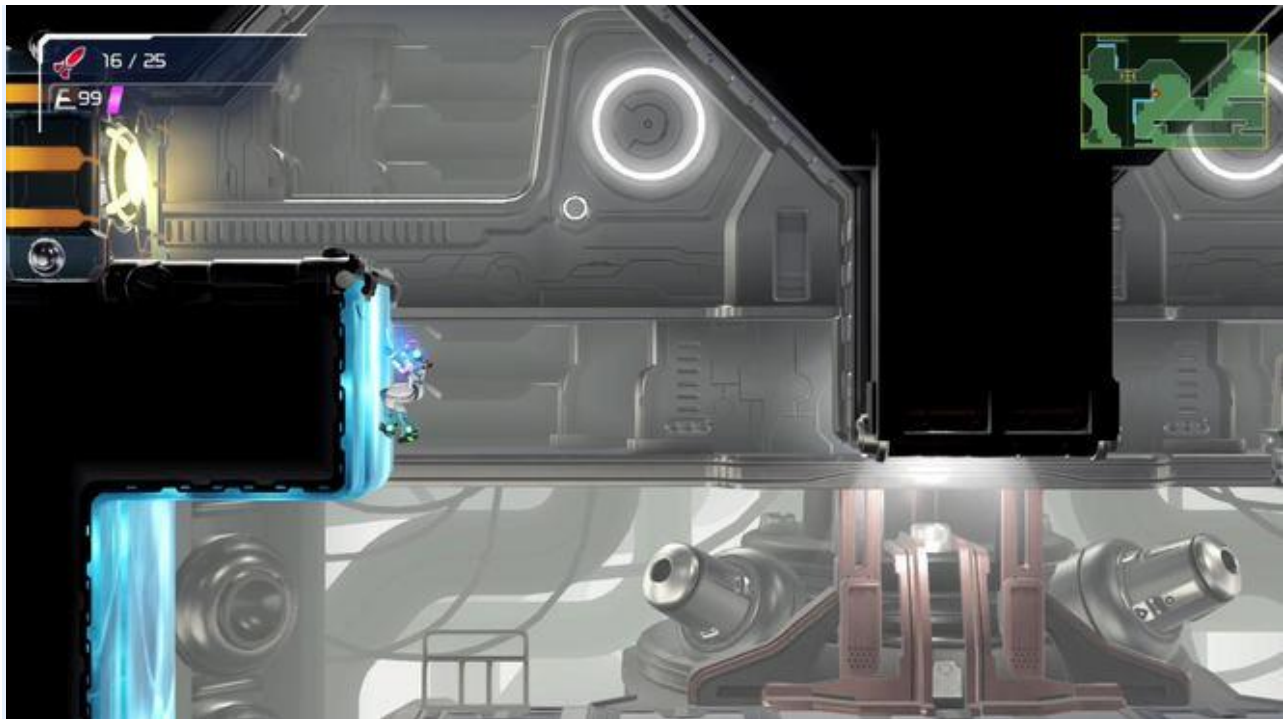
Quickly dispose of the shield protecting its face and when the red dot is revealed, charge your beam and destroy it.



Once you manage to destroy it we'll get the **Spider Magnet** ability.

SPIDER MAGNET

This ability is fantastic as it allows you to stick to these blue walls you've been seeing all over the place. You attach magnetically and you can move up and down on vertical walls, and you can also move left and right on ceilings which is great. Another thing is that while attached to a ceiling you can press up so you can press your body against the ceiling. This is great later on when we get a new ability that helps us avoid EMMIs.



Also, before we leave open up your map and you'll see that **ALL** the gray areas that were where the EMMI was are not green. This is great because we can not explore this area without the worry of the EMMI killing us. Also, open up your map and locate the blue markings on the walls. All of these are the blue walls where you can use the Spider Magnet.

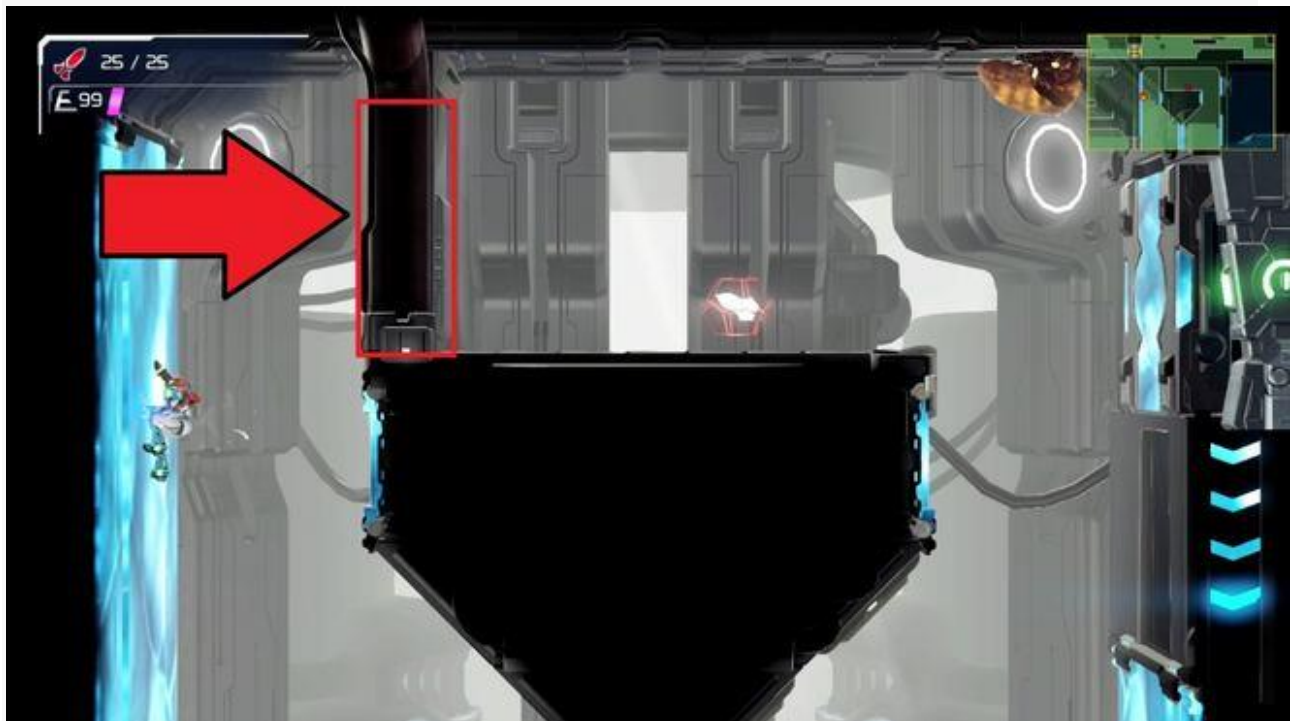


Knowing this, go to the room on the left and use the spider walls (that's what we're going to call them so you know what we're talking about) to get to a new door and room.

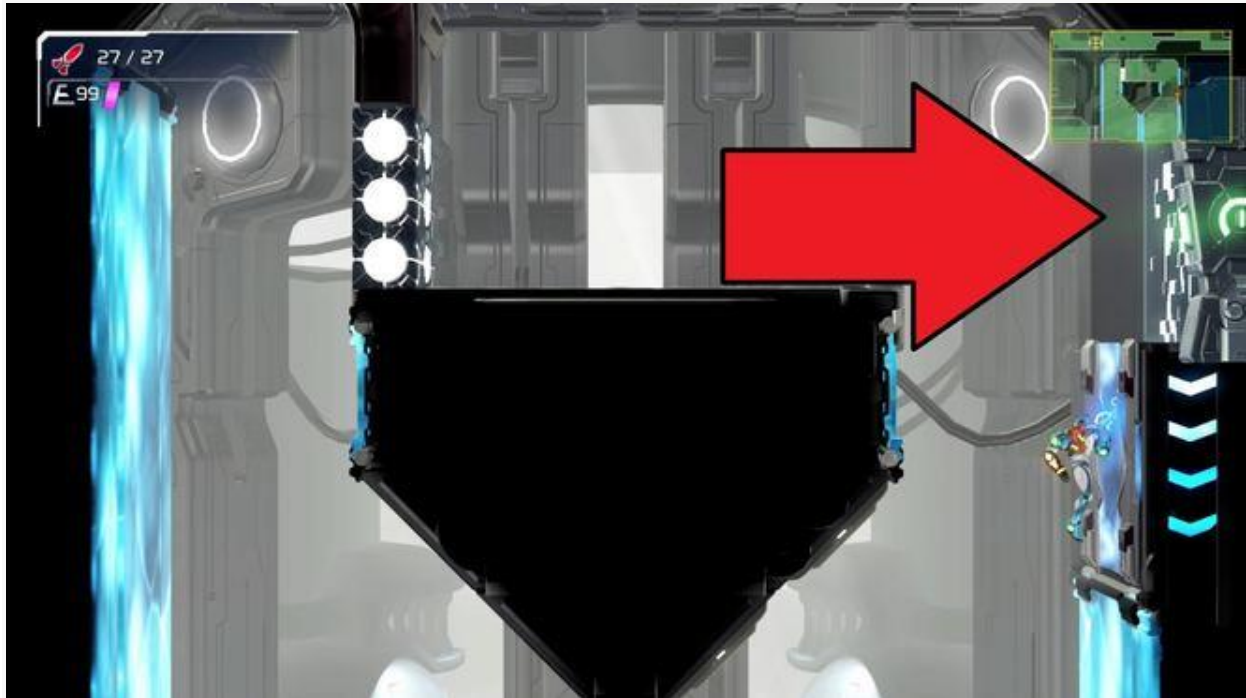
Here you can grab on to the spider wall above you. With your weight it comes down, allowing you to head up to the next room.



In this new room simply head right and inside the door. We're back in this vertical room, but now we can finally explore the upper area. Use the spider walls to head to the top where you can find a **Missile Tank**. You can destroy the wall to get it.

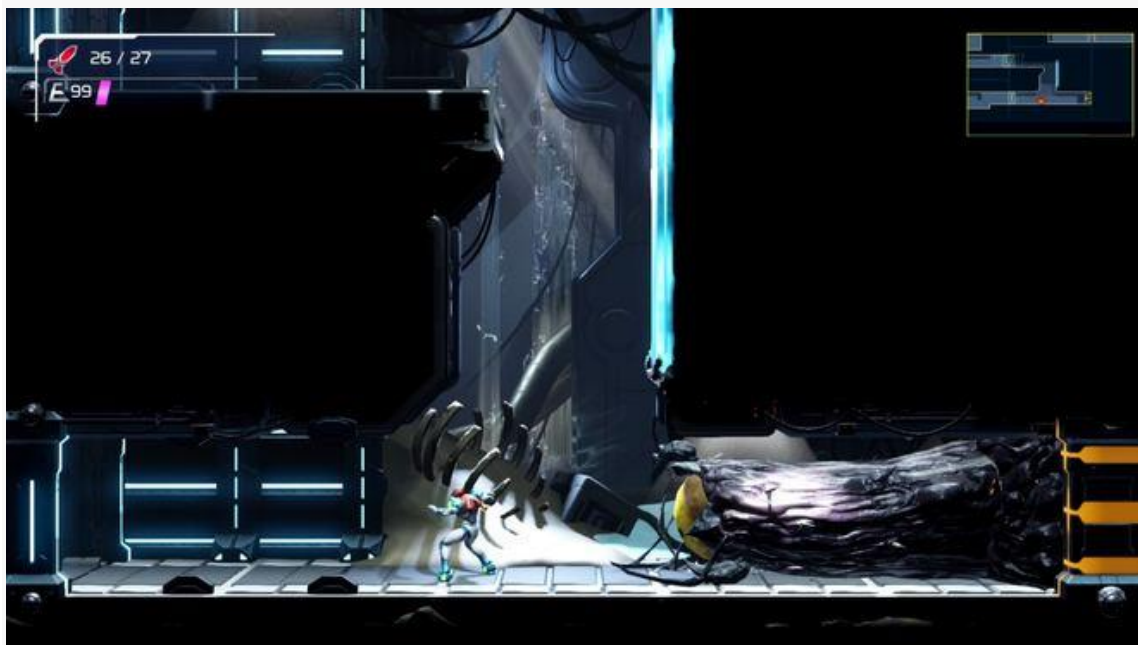


From here you'll want to hang on to the right spider wall and it'll come down, revealing a door. We're going through it.



In this room head down first and destroy the red blob to destroy the floor, giving you access to the save point. Save your game, return, go up and then right. Move down this long hallway and slide under the wall and into the next room (we're making progress!).

Here we can go up using the spider wall but there's not really much we can do up here as the door closes. We'll need to go through the door on the right, but you'll see there's this black thing. This is one of the gate monsters. Get close to it and quickly move away to lure it out and reveal its weak spot.



You can actually counter the attack, but it's a bit difficult if it's your first time. Instead, like I said above, move back and shoot it. Rinse and repeat until you kill it. Head inside and you'll trigger a little cutscene and right after a boss fight! Our first one!

BOSS FIGHT: CORPIUS

Remember that invisible enemy we've seen several times before? Well, time to fight it!

This boss is pretty simple. Of course it has to be for our first one. Don't let it get to your head because if you get too cocky you'll die right away. Let me start out by saying that this boss has a couple of phases in which he'll have different stances and sometimes even new attacks.

Let me start with the boss's attacks:

For its attacks, he has several right from the get go. Most of his attacks come from his tail, so depending on what the tail looks like is the attack that he's going to perform. For starters, you can see him curl his tail into a little circle, and then release it like a whiplash. This attack has a very long range so be extra careful. You can see in the images below the range of the attack.



For this attack you want to stay far from him, or if you can you can jump over the attack if you time yourself correctly. For his next tail attack, he moves it backwards and lunges it forward, sticking it into the ground. Again the range of this attack is great, but you can actually stay between the boss and the tip of the tail.



For it's last attack right now it spits out a green ball that releases a little gas cloud upon impact. Nothing bad. You can actually shoot them out of the air and they drop missile refills and energy to keep you healthy.

So the way you want to tackle this first part of the fight is that you want to shoot missiles at his face. I recommend you stay close to him so you hit as many missiles as you possibly can. That's about it for this phase. When a little scene takes place, he'll go invisible and his tail will have a glowing spot.

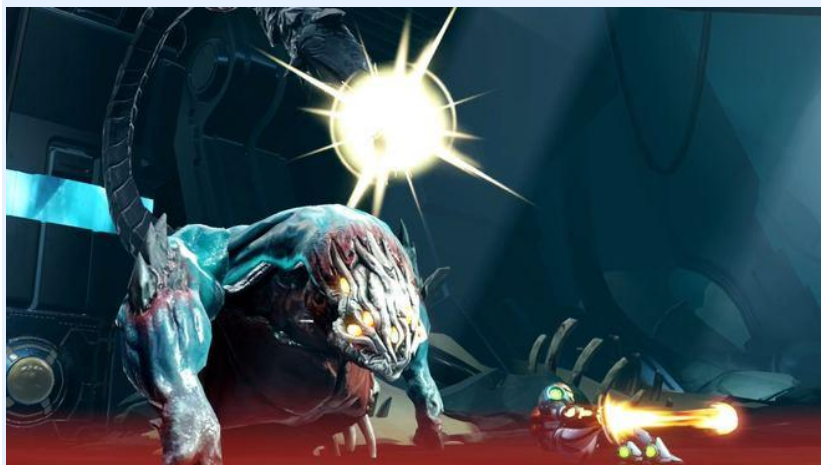
His attacks during this phase remain the same, only that now what you need to do is shoot the glowing spot on his tail. You can do this by either shooting a missile or shooting regularly. I recommend the latter so you don't waste your missiles.

Once you hit the spot enough another little scene will play where he destroys part of the walls and reveals a little bit of spider wall. Afterwards we'll be in phase 3. During this phase the boss will be giving you his back and flailing his tail. You cannot damage him at all from this side, so you'll need to slide underneath him. Doing so will prompt you to counter him. Make sure to do so.



Doing so will trigger a sequence that reminds me of God of War: Samus will grab the enemy by the face and start shooting. You NEED to shoot missiles over and over to deal damage. This will happen twice during the little event so be prepared to spam missiles twice.

Before anything, let me mention another of his attacks. When you're in front of him now he'll start spitting gas all over the floor. You want to avoid this by hanging on to the spider walls. It dissipates after a couple of seconds.



From here it'll continue using his tail attacks, then going invisible (you have to hit the glowing spot again), and then giving you his back. The cycle repeats itself.

After the fight, and the boss is dead, Samus will grab the upgrade from inside him, the **Phantom Cloak**.

PHANTOM CLOAK

This nifty little upgrade allows us to turn invisible. Yeah, we can turn invisible.

This is incredibly helpful when we're in EMMI areas. EMMIs cannot see us or hear us while we're using this, but if they run into you it's still game over (unless you're amazing at countering them).

Anyway, this also gives us a new little gauge below our energy just for this Phantom Cloak. Do note that you can still have it active and shoot, but it'll drain super fast. Also, if your gauge is depleted it'll start using your actual energy so be extremely careful. Only use it if you're in a position where you're guaranteed to die from an EMMI.



Anyway, leave the room and climb the spider wall. Remember all the doors we've previously seen that just close up on us as we get close? Well, move back, activate your phantom cloak and you can now go through them since they don't see you. This is just great!

Proceed to the next room and you'll be in a familiar place. You can now go up and if you hold on to the little spider wall you'll see it works like a little lift. I like this. At the top we can finally go right. Do so and pop the red blob to create an opening. Do you remember this area? We were just here not long ago. Anyway, follow the lower path right until you hit the save room. Save your game and go right to find another door we can open thanks to the Phantom Cloak. Enter.

Use the spider wall in this room to get to the top spider wall on rails and ride it to the right, but be careful of the enemies floating around. Enter the next area and you'll be in a vertical passage with flamethrowers. Carefully move up when they go off (the ones on the opposite side won't hurt you if you climb while they're on) and at the top the room to the left leads into a hot room. We cannot go in yet. Instead stand on the platform and this will take us to the next area, **Cataris**. We cannot do anything else here in Artaria right now since everything is blocked off, so feel free to move on. See you in the next section!

Cataris

Upon arriving at Cataris, you'll find a door that we can open on the right and a tunnel leading to the left. The room behind the door features two doors with superheated areas that we cannot explore just yet, so let's make for the tunnel first. Shoot the rock columns here to proceed.

As you go, you'll see a tentacle monster moving across the ceiling. Duck or slide beneath this to pass it safely. At the end drop to the ledge below, deal with the flying Bat creatures and then proceed down the nearby shaft when the flames are not active.

As you move down this room you'll encounter a new enemy type - Spider Bot.

New Enemy: Spider Bot

These things are quite heavily armoured and patrol with their large arms above their heads. When they detect Samus, they will plant their arms on the ground and trigger a shockwave that moves out from their location. You'll want to jump that! They can be taken down with a few Charge Beam shots or Missiles.

At the very bottom of this area, you'll find a Missile Upgrade behind a wall. We can't **ACCESS** that just yet, so head on through the door on the left. Head on inside to find a **Network Station**. Here Adam will give you some hints on how to use our Phantom Cloak ability when facing EMMIs.

Proceed through the left-hand door and work your way to the bottom, there will be more Bat creatures here and a new type of wall tentacle that will launch itself at you. Note the pair of doors on the right as you descend. There is a sealed gate in the lower left we need to open. Head through the door to the right of this.

Upon entering this room, jump to the ledge above. Through this door here there is a control unit we can interact with to open the sealed gate.

When you head back to the previous room, you'll find that the door we came through is now disabled. Shoot the lower part of the wall on the right to destroy an invisible block and slide through to reach a **Total Recharge Station**. The area above this leads to a hole in the wall on the right leading to a Missile Upgrade (which we can't get to just yet). Shoot the red blob above this to find a door leading back to the room with the gate we just opened.

Drop to the bottom of this area and head through the now open gate and continue to the left.

This room features Bats and a section of Spider Wall on the left that moves up and down. Hop aboard the Spider Wall and ride it to the top. Continue upwards, dispatching the Bats, Green Projectile Launchers, and Spider Bots as you go.

When you find the second Spider Wall on the left, use this to reach another moving section of Spider Wall mounted on the ceiling. Ride this to the upper right - be sure to shoot the Bats as you go, or they will knock you off! As you arrive at the top of the room, you'll find doors on the right and the left, both of which lead to high-heat areas. To continue, we need to shoot the red blob below the left-hand door and slide through the opening.



Keep moving left and **pass** through the long-windowed tunnel, slide through the opening on the far end.

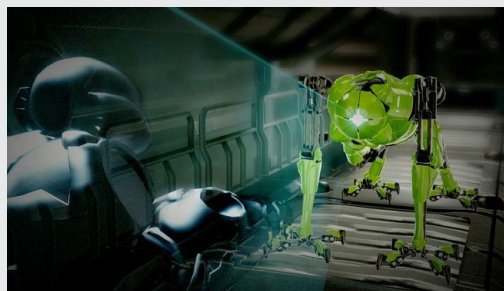
We'll be in another vertical passage. The lower door is locked by an electrical mechanism of sorts, so we can't open it just yet. So, we need to go up. As we do, we'll encounter a new enemy type - Volcano Slugs.

New Enemy: Volcano Slug

The Volcano slugs, look like miniature volcanoes that move up and down walls and across platforms. They won't attack Samus directly but will instead fire off an unending barrage of flaming projectiles that can be tricky to avoid. They are durable little buggers too, so you'll want to try and take them out quickly because those flaming projectiles can be a major pain in the butt - especially when there are more than one of them around.

Midway up this room, you will find a red orb along the right-hand wall. Destroying this will uncover a doorway. Unfortunately, this leads to a high-heat area so we can't explore it just yet. As such, keep moving and head to the upper right. Here you'll find an EMMI door.

As you enter this EMMI a scene will play introducing EMMI-03MB. This EMMI is a lovely shade of green, but no less terrifying. Oh, and the scene will let you know that this one can crawl through small spaces... so those tricks we used to escape the EMMI in the Altari area won't work here! Instead, to avoid detection, we will need to use Spider Walls and Phantom Cloak to stay out of sight of the EMMI when it is around.



Head through the first door on the right, and then through the door in the upper right. In the third room, make your way down to the lowest level and head through the right-hand door again. Pass over the yellow switch on the floor to create a wall behind you and then start [climbing](#) upwards.

You'll spot a yellow sealed gate in the upper right which we can't access just yet - remember this location though as we'll need to go here on our next visit. As such, continue to the upper left and go through the door. Ascend the vertical passage here to find an exit to the EMMI area.

After exiting from the EMMI Zone, you'll find a panel here we can interact with. Do so to open the gate just inside the EMMI area. Before heading back in there though, mosey on through the door on the right to reach a **Save Station**.

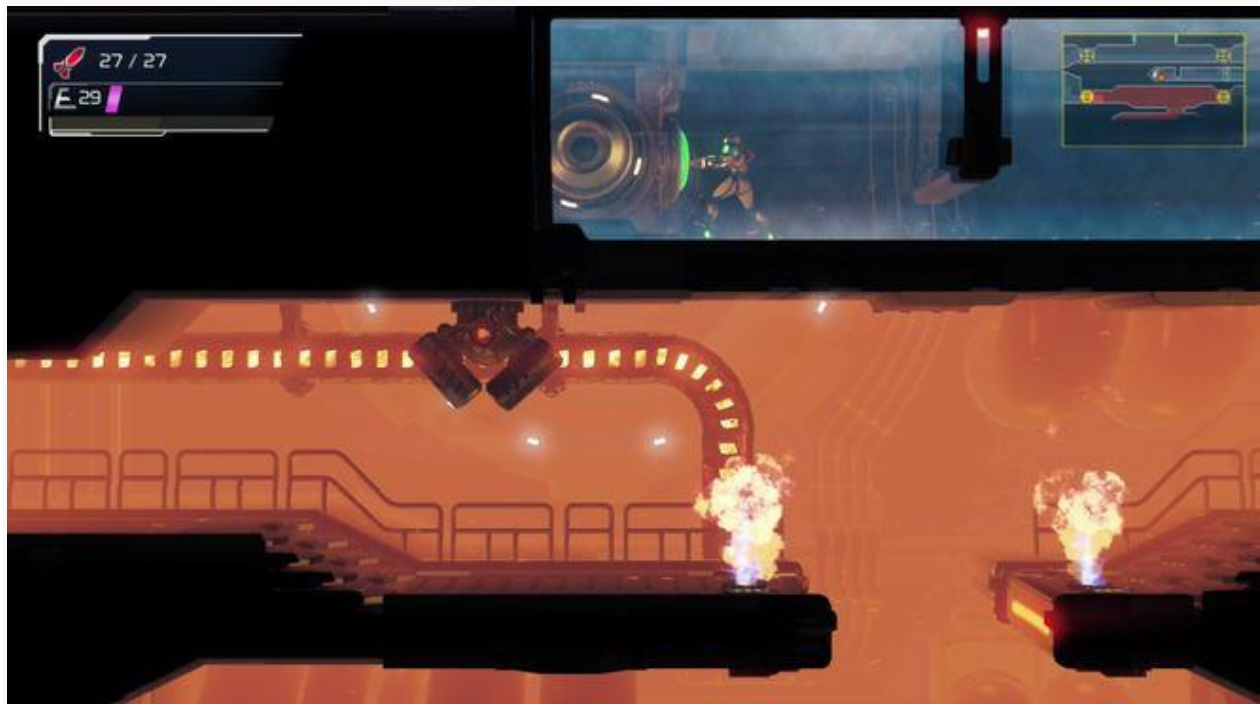
The door to the right of the Save Station leads to a passage with an **Energy Recharge Station** (nice!) above this there are two more doors, one inaccessible and the other leading to a high-heat area... so nothing for us just yet. Welp, looks like it's back to the EMMI room with us.

Upon re-entering the EMMI area, we want to retrace our steps a little. So, drop down the shaft and head to the right. In the next room make your way all the way to the right and the sealed gate in the upper right we spotted earlier will now open for us. Climb up through here and proceed through the door to exit the EMMI area once again.

The subsequent room has a pair of doors. The lower door is currently a high-heat area, so is off limits for the moment. So, head through the upper door. As you go watch out for the small scurrying bugs racing in a line.

Kill the Spider Bot as you enter, and you'll spot a pair of inactive Spider Wall lifts above. Continue through the right-hand door and deal with the Volcano Slug and Bats in the next room. There is a red blob in the lower right, but this leads to another high-heat area. So, for now equip your Phantom Cloak and go through the door leading left.

We'll enter an underwater room. On the left side you will see a large, circular green light. We need to shoot this until it turns red. This will activate the pair of Spider Walls we saw in the room above.

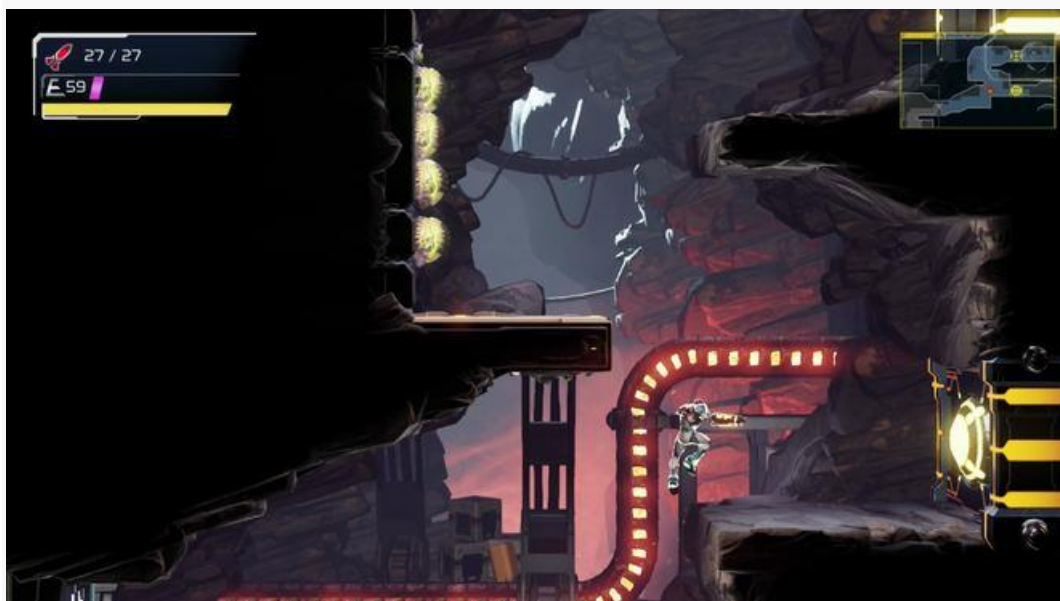


Make your way back to the area with the vertical Spider Wall lifts. You'll find that the Spider Bot is back again, but this time there will also be a bunch of Bats. From the top of the Spider Wall lifts, you'll find two paths leading up. The right-hand path leads to a door we can't open just yet, so the left side is where we want to go.



The upper left has two doors. The lower door leads back to the nearest Save Station and the upper door leads to another panel we can interact with to change the [thermal](#) flow. This will open another sealed gate in the EMMI area.

Return to the previous room with the pair of Spider Walls and drop to the bottom. Move through the left-hand door. In this room, you will find that the lower right door is no longer a high-heat area, so we can explore it.



This area is filled with Spider Bots, so be careful. We want to head through the door in the upper, right of this area (the lower section leads to a dead end... at least for now). Once in the next room, you'll find a Rock Spider.

New Enemy: Rock Spider

These are large, armoured spider-like creatures that appear to be made from rock. They will charge up and unleash a large energy explosion from their chest/mouth (it must be one of those, but it's hard to tell) which can travel through platforms and walls and hit Samus, so be sure to out-range it when you see it coming. Other than that, they don't have too much going for them.

After defeating the Rock Spider, head to the right to spot a **Missile Tank** above. Shoot the section of the platform it is on closest to the wall to find a secret block. Jump up through the opening to claim the collectible.



With that done, head back to the previous room. Its time to brave the EMMI area once again.

Upon entering the area, we'll want to retrace our steps the first time we came through the area. Proceed to the right, through the door and then up the vertical shaft. At the top, rather than going through the exit as we did earlier, you'll see a sealed gate open on the left. Drop down through here.

You'll find an exit door on the left, but we can't do anything in there for the moment (although if you need to quickly escape the EMMI - the option is there). At the bottom of the shaft, head through the left-hand door.

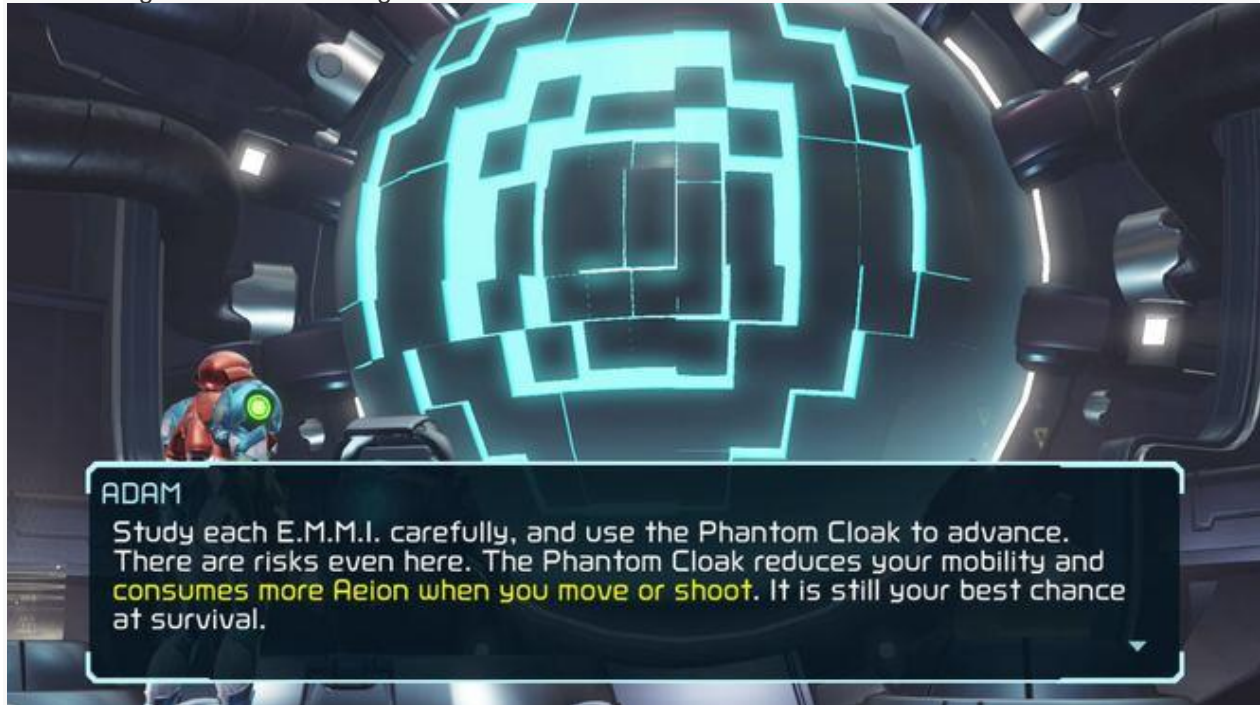
Move forward and drop down the first gap in the floor. The EMMI will usually approach you from the left here, so drop down to the lower area and draw it to your position. When it is down, you can then jump up and quickly follow the long passage all the way to the left, shooting the blocks in the way as you go. Drop down at the end of the walkway and use Phantom Cloak to move through the door here.

Once through, follow the linear path through the room to reach an exit on the far left. We've made it out again, *silent fist pump*.

As we exit the EMMI area, we'll come face to face with a large monster statue. Climb atop this and melee the bug swarm at the top. Proceed through the door and make your way through the next passage, avoiding the tentacle things emerging from the floor/roof.

The next room is filled with Bats. After clearing them, use the mobile Spider Wall on the roof to jump to the mobile Spider Wall on the left wall and ride this to the top. Make your way to the top of this room, avoiding the small lines of bugs patrolling the platforms, the Volcano Slugs, and the Bats.

Head through the door on the right to reach a **Network Station**.



Proceed through the right-hand door. There will be a **Rock** Spider in the lower part of this room guarding a red blob - destroying this leads to a high-heat area though, so we can safely ignore it for now and move through the door on the right to reach the EMMI area once again.

Upon entering the EMMI area, work your way down the room. Note that the EMMI will usually show up as you do, so use your Phantom Cloak to evade it and wait for it to get above you before continuing your descent. Make your way through the door in the lower, right side of the room. In the next room you will find another exit. Head on through.

We will arrive at the area's **Map Station**. Interact with this to flesh out your map of Cataris.



Head through the right-hand door and [climb](#) up the first Spider Wall you come across. At the top, you'll find another door leading back into the EMMI area.

Once you enter this part of the EMMI area, there is a door on the right that requires another upgrade we don't have yet. As such, there is nowhere else to go but up. Climb to the top of the room to find an exit on the upper right.

Follow the room to the right, dispatching the Bats. You'll come to a half wall that we need to slide beneath however there are vents on the far side of the wall shooting out fire periodically. Time your slide so that you can get through the vents without Samus taking damage. Continue to the right.

We will come across a long, windowed corridor with a high-heat zone surrounding it. Follow this path to the end, defeating the Bats and Green Projectile Launchers as you go. You will come across additional flame vents mounted on the ceiling. These will not turn off, so slide beneath each of them. At the end of the hallway, you'll find a large, circular green light. We need to shoot this until it turns red.



Activating this green panel will activate a set of Spider Wall lifts in a room directly below as well as draining the [lava](#) from the high-heat area surrounding our current location. With that sorted, backtrack to the door to the EMMI area we just came from.

Only a quick run through here this time! Once you are back inside the EMMI area, we need to work our way down and use the EMMI exit door on the lower right of the room.

In this area, work your way down to the floor and then use the now active Spider Wall lifts to reach the top of the room (watch out for the Bats and the Tentacle Launcher itself at you). Drop down the far side. Head through the door to the EMMI area here.

Again, this is only another quick jaunt through the EMMI Zone. After we enter, climb to the exit door above and to the right.

Continue through the right and through the **Save Station**. In the next room, climb the Spider Wall and shoot the blocks directly above it to create a hole we can jump up and through. Proceed through the door here.

Slide through the crawlspace when it is safe to do so. You'll see a Spider Wall above. Ignore this for the moment and follow the dirt path all the way to the left, dodging/killing the tentacle beasts emerging from the ground and the Volcano Slug and Bat along the way. When you reach the end, wall jump up to reach a ledge above. Follow this back to the right to find an **Energy Part**.



Backtrack a short distance until we reach the Spider Wall by the start of the room that we noted earlier. Use this to reach a second Spider Wall attached to a moving platform. Hanging from here will lower it. Head back through the crawlspace to the previous room.



In this area, take the upper right door and in the next room, climb up and move through the door on the left above our entry point. We'll arrive back at one of the panels we used earlier to shift the thermal fuel direction... but now the wall on the left has been lowered (it was attached to that Spider Wall a moment ago) allowing us to pass through it.



Jump to the ledge above to find an **Energy Tank**.

Defeat the Rock Spider on the next ledge and then jump up through the opening above. When you arrive, you can head through the door on the right for a Total Recharge Station, but to continue we will need to press onwards to the left.

After a short run (and a Volcano Slug) you will reach another panel, we can interact with. Doing so will seal the gate behind you... and open the door to the left. Head on through.

You will come across a block that we can't bypass yet, so you'll need to climb upwards. Defeat the Spider Bot here and hop up through the gap in the roof. Proceed to the right.

Follow the linear path here dealing with the Green Projectile Launchers, Bats and Tentacle Launchers along the way as you move up, across to the left and then down again until you find a door on the far left. Head through the door and continue to the left.

We'll enter a large hangar. Here you will find a panel that we can step on. This panel acts as a transporter which will take us to the next area.



There's nothing further that we can do in Cataris for the moment, but we'll be back later to deal with the EMMI and to find the rest of Samus's upgrades. For now, hop on the transporter and shuttle on over to the next zone - [Dairon](#).

Dairon

We have arrived at our third area, **Dairon**. This place looks amazing and I love how the camera pans out so much for you to see the scope of how bit the world actually is.



As we arrive make your way inside and we'll immediately have a [pair](#) of new enemies, the **Floating Slug** and the **Autsharp**.

New Enemy: Floating Slug

These things are pretty much a bigger version of the little bats you've encountered thus far. They float around and when they spot you, they get close and charge at you. The sparkle for you to counter takes a little bit after the charge, so keep an eye out for that.

New Enemy: Autsharp

Autsharp are these little black and red turrets that move around the floor, walls and ceilings. They aim at you with a laser similar to Samus', charges up a beam and creates a ball of energy at you, and right after shoots a beam. You can easily dodge this attack by jumping as you see the ball shine.

With that out of the way, we're going to want to go up from the entrance and follow the spider wall. You'll see the some blocks with some orange lines. Shoot a missile at them to reveal an arrow icon in their center. If you've played a Metroid game before you'll recognize this icon. You need speed to break through these. Sadly we don't have that right now.safe

Instead, shoot the blocks to the left to create a path going down. From here there's not much to explore so head to the lower left corner of the area and proceed to the next room, which is a **Save Station**. Save up your game and continue left.

In here head down and you'll spot these devices that shoot out these little spinning blades at you. You can destroy them, but I recommend you just jump over them. You cannot destroy these devices shooting them out so jump over them and ignore them.



Simply proceed to the bottom and enter the next [room](#). Here we'll have a new enemy floating around, the **Bee**.

New Enemy: Bee

Kind of weird looking bee, huh? These guys approach you and shoot out 8 stingers in 8 different directions. These shoot out really fast so I suggest you look for a wall you can use as cover, wait for it to shoot its stingers and pop out and shoot it.

This is a very large room with literally nothing you can do right now. Explore to your heart's content, but for right now head left and enter the lower left door into the next room.

In here you'll see that everything's off! It seems the power's off. There's also a full **Total Recharge Station** here but we cannot use it.



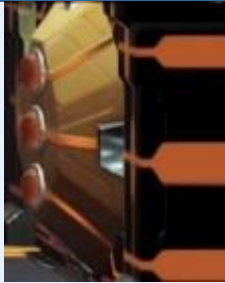
Proceed left into the next room and as you drop down you'll see the metal door in the background gets hit from the other side. This is going to be a boss later, I can feel it. Anyway, follow the path while killing enemies (everything's off so we can't open doors or anything) and at the end slide through the hole and you'll reach the generator room. Stand on the button to start it! We finally have power!



We can now use doors and the Recharge Station. Get out of here (we can use the door now) and blast through the red door on the right (remember to use a missile on it). In here we'll get a new upgrade, the **Wide Beam**.



WIDE BEAM

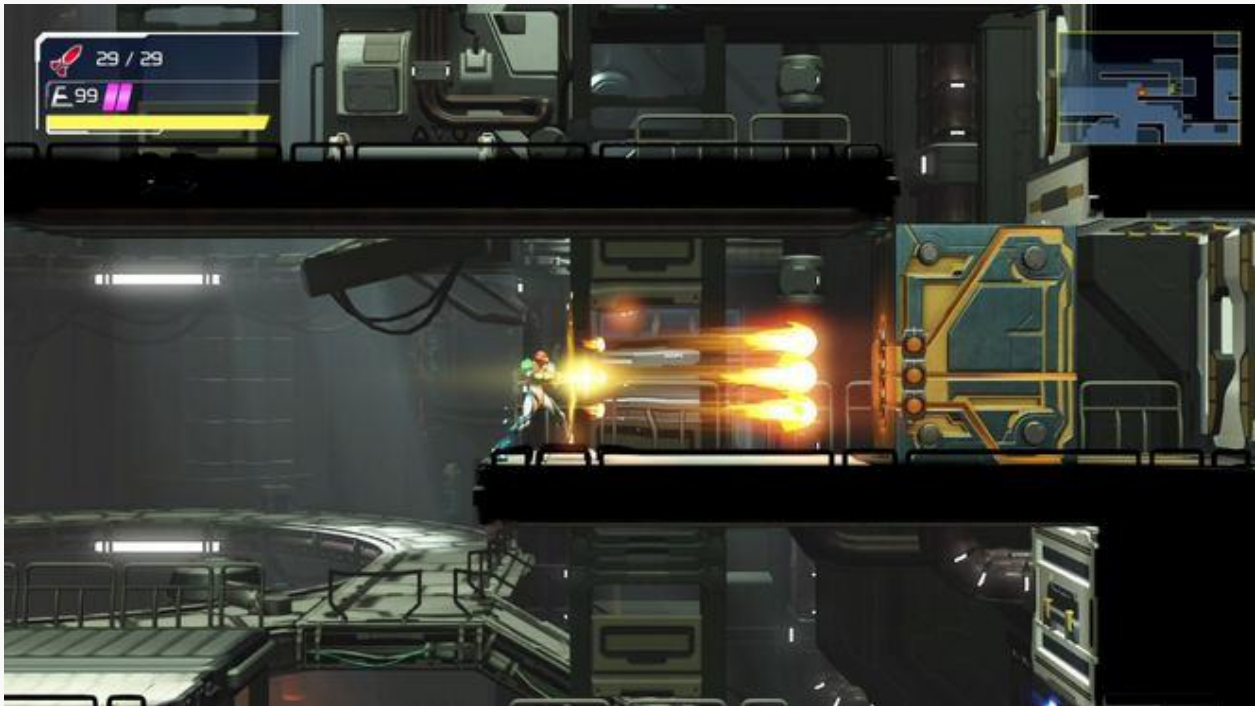


A pretty classic upgrade in the [Metroid](#) games and I feel like we got it really early!

If you don't know, the Wide Beam makes it so that you now shoot 3 beams instead of one. Yep, triple the power. This is not toggleable at all, your single beam will now be 3 beams. You are told that you can also use this wide beam to destroy **Wide Beam Covers** and push **Wide Beam Boxes**.

These 2 are the locks you've seen throughout the previous areas with 3 dots. These have been placed to keep doors locked, and boxes that are blocking the path. Look at the image for how they look.

Afterwards, drop down and open up the door on the right (this is your first Wide Beam Cover). We're back in the large room from before! And we can finally do stuff! On the right side of the room you can find your first Wide Beam Box. To move these you'll need to charge your Wide Beam and shoot at it. You'll see how it shoots to the right. Awesome!



Head up now and make your way left. The lower path on the left has a red blob you can destroy to make a little shortcut. Blast it and continue going up and left into our first EMMI door.

The EMMI doesn't appear until you go around and up. A scene will play showing you the EMMI, which has a nice yellow/gold hue to it. It has something different, however. This guy is SUPER fast! Yeah, you CANNOT screw around with this one when he spots you.

As soon as we regain control head right up the ledge and open up the charge door. On the other side run to the right, jump over the yellow platform and continue right to exit this EMMI area.

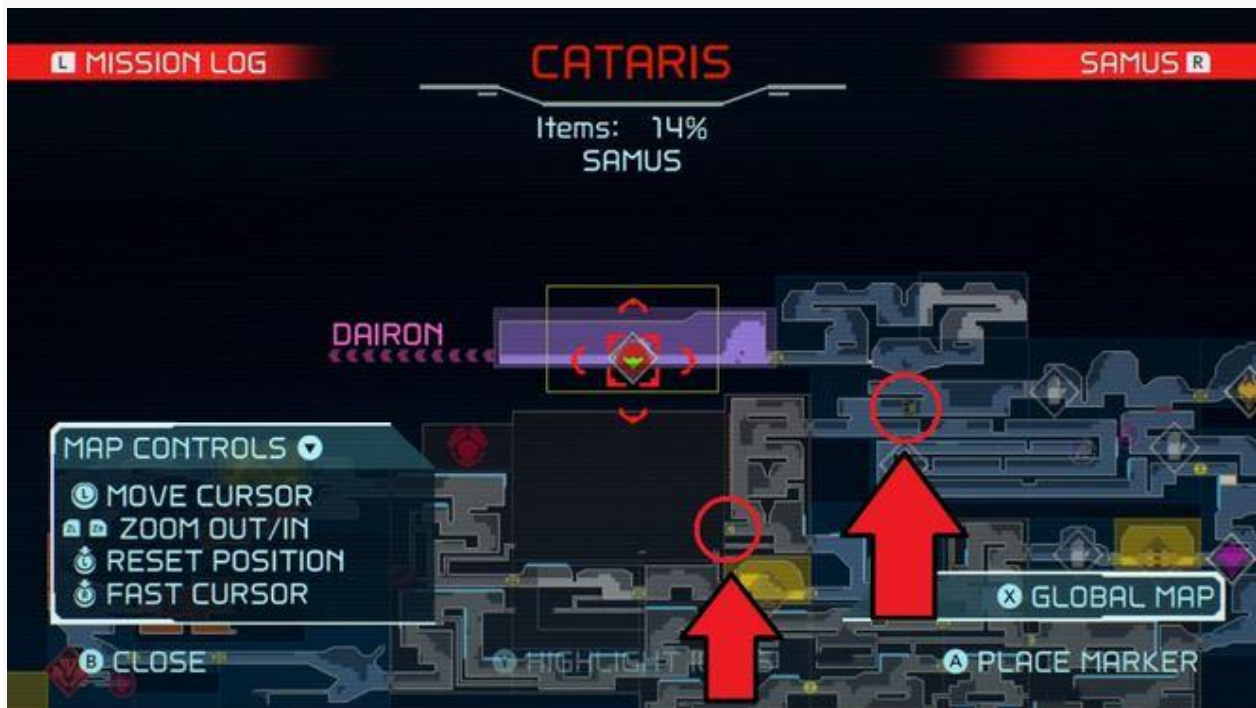
That's all we're going to be seeing EMMI for right now. Blast the Wide Beam Box and it's time for us to leave Dairon. Yeah, that's all we're going to be doing for now. We still have a lot to explore (we didn't get a single item here), but we'll be coming back in just a little bit.

For now, however, let's return back to Cataris. See you in the next page!

Cataris - Second Visit

We are back in Cataris, but now we've got a Wide Beam that will grant us access to areas that were previously off limits.

That being said, look at the map below. Where we want to go right now is to the EMMI area below you, the shaft above the Save Station. I marked the 2 Wide Beam Box/Door that you can break/move. The first one is for a HUGE shortcut, and the second... well, the way to make progress.



Once inside the EMMI zone, like I stated above, head to the bottom of the shaft (beware as the EMMI will be coming up) and blast through the Wide Beam door.



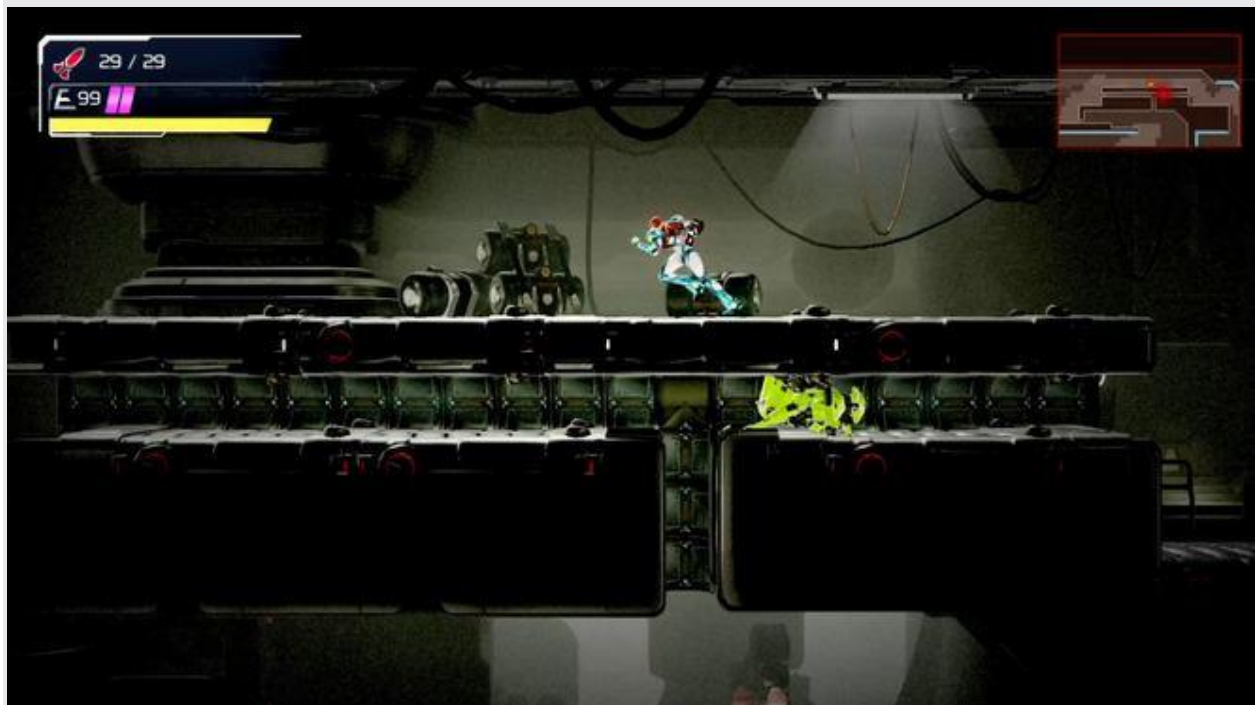
From this new [room](#) simply head up to the spider walls and use them to go to the top where you'll find a red blob. Blast it to open the path and move left. Before you enter the next room blast the red blob on the right then enter the next room.

We're up against another one of these eyeball enemies. Funny enough this guy is exactly the same as before, only that now it has 2 lines where it shoots fiery rings from, and 2 turrets, all 4 on the ceiling. This makes it much easier to avoid. We've also got the Wide Charge Beam, which inflicts massive damage.

The only different this time is that when you break through the shield and expose the fleshy eyeball itself, the turrets move to the sidewalls, making it just a tad bit more troublesome to avoid the shots.

After the fight, you'll get your cutscene where Samus will, once again, get the **Omega Cannon**. You know what this means! Time to destroy an EMMI! But first we need to get out of the room. Remember how this works: use the "machine gun" part of the cannon to blast the shielding, then charge the shot and shoot at the weak point.

Outside, I highly recommend you move right just a tad bit so you're above the vent that EMMI uses to move throughout the area. Here it can either go to the far left or far right side of the platform. You want this because you want as much flat space as you can to destroy the shield AND the weak spot.







After destroying the EMMI, Samus will [touch](#) it and get a new ability, the **Morph Ball** ability! About time! I thought we were going to get this from one of the Chozo statues, but I guess not!

MORPH BALL

I feel like I don't even need to explain this as it's probably one of Samus' signature moves.

This basically allows Samus to transform into a little ball. Yep. That's it. It's fantastic because it allows you to go through all those little places you've been seeing so far, and luckily for us we can jump right out of gate. Usually the jump is an added ability, but not this time.

Anyway, there are several ways to transform into a ball:

- While standing, press  to crouch and  again to morph into the ball.
- While holding from a ledge that leads into a hole, simply press  to automatically morph into a ball and go inside.
- When not moving, press  to automatically morph into a ball.

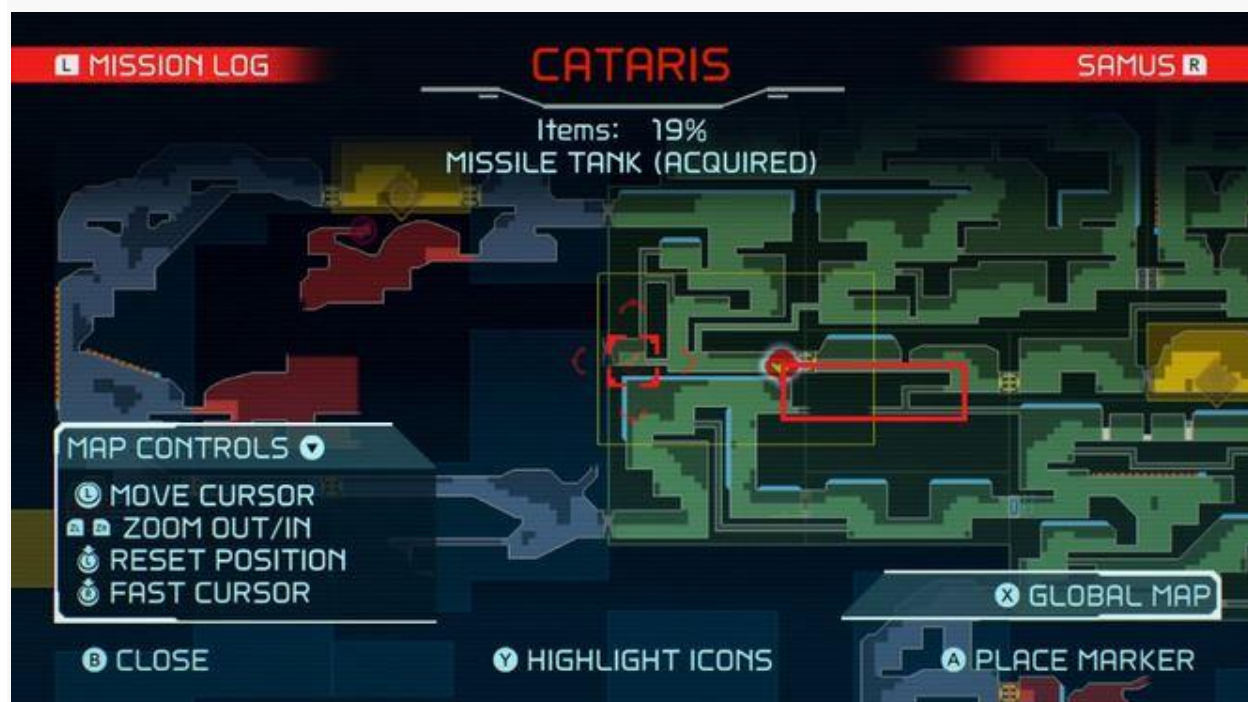
In the future we'll be able to use bombs and whatnot, but for now we can only move around and jump.

Now that we can morph into a ball a whole plethora of areas are open for us to explore. We're not to fully explore just yet until we get some other abilities. This is mostly so we can have meaningful "Collectathon" pages where we focus on backtracking and collecting as many items as we possibly can.

Anyway, from this room where we destroyed the EMMI (you'll see the rooms are green now) head to the bottom left corner of the room and go through the hole on the left. Follow the little tunnel and then you'll see to the left a **Missile Tank** you can get. 2 more missiles for us!



You'll see that right in front of us is an exit from this EMMI zone, but you'll also notice (if you open your map) some vents to the right in the next room. You can go there to fill them out (there's an item there as the map will be blinking), but we cannot get it yet. We'll need to come back once we get the [ability](#) to use little bombs.



Anyway, from where we got the Missile Tank leave the room and we'll be in a tiny room where is just tunnels to get us to the room below, which you'll immediately recognize. Yep, we're back here and we can now go through the "mouth" of this statue (is it a statue?). Do so and blast the red blob on the other side to create an exit. There's also a **Missile Recharge Station** so use that if needed and the door to the left leads to a high-heat area. Instead blast the upper walls to reveal an entrance.



In here go left first to find a **Save Station**. This is a dead end so [save](#) your game, and return to the previous room. You'll need to go through the tunnels above you, but make sure to grab that **Missile+ Tank** on the right as it's a big one and it gives us a 10 Missile increase. Nuts!



The device at the top is a **Teleportation Device**. It allows us to teleport to other regions, which is amazing. These are colored and you can only travel to the other Teleportation Device of the same color. I don't think there'll be more than 2 of the same color, but we'll have to continue playing to find out.

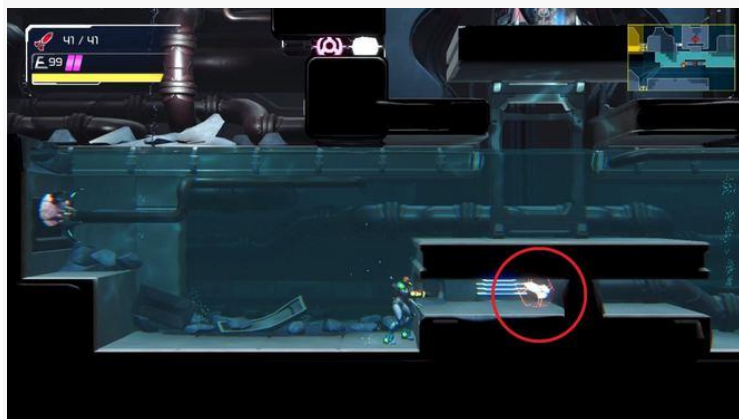


Anyway, this one takes us back to Artaria, the very first zone in the game. Yes, we are doing some backtracking, but it's not so bad. We're heading over there right now. See you in the next page!

Artaria – Second Visit

We are back in the first zone of the game!

You might recognize where we are! We were just here not too long ago, but we couldn't get to the teleporter due to the lack of the Morph Ball. Anyway, above us we have an **Energy Recharge Station** so use it if you need to, then head down into the water where you'll finally be able to get the **Missile tank** from the opening down below.



From here head left to the **Save Station**, save up your [game](#) and proceed to the next room. Go up and grab the very obvious **Energy Part**.

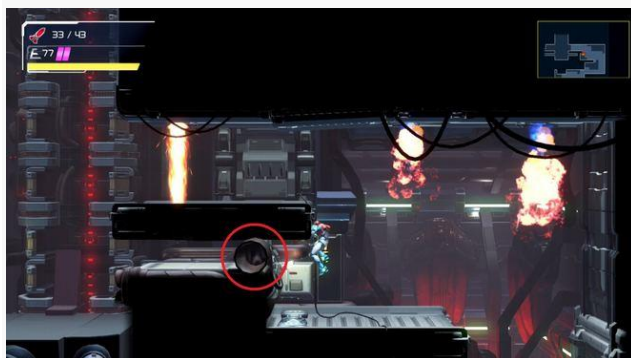


Proceed up into the room above the Save Station and go through these vents while being careful of not getting hit by the bugs. Continue moving through these tight areas and you'll reach a door that has a green shield. This looks like the Missile shield (the red doors) but green. The Super Missile maybe? Anyway, we cannot break it right now so go through the upper door to reach the main room right now.

As you enter you'll see a Missile Tank below us. We cannot get this right now so we'll have to come back later. Head right and the door will lead you to a high-heat area. Ignore it for now and check the device above.

BEFORE you use it, note that the room will start to heat up real fast and you'll start taking damage. The heat will start at the bottom and slowly rise. This area is timed and you'll have to get out of here ASAP.

With that warning above, use the device to redirect the thermal fuel. This will start heating up the room and you'll start seeing fire coming out of the walls and ceilings. Quickly make your way up and the room will start falling apart. Climb your way up and break the walls when you see that you're at a "dead end" (example below).



Continue to make your way up while breaking walls when you need to and you'll go through a hole on the left side and into [safety](#). From here we can go up, open the Missile door and proceed inside.

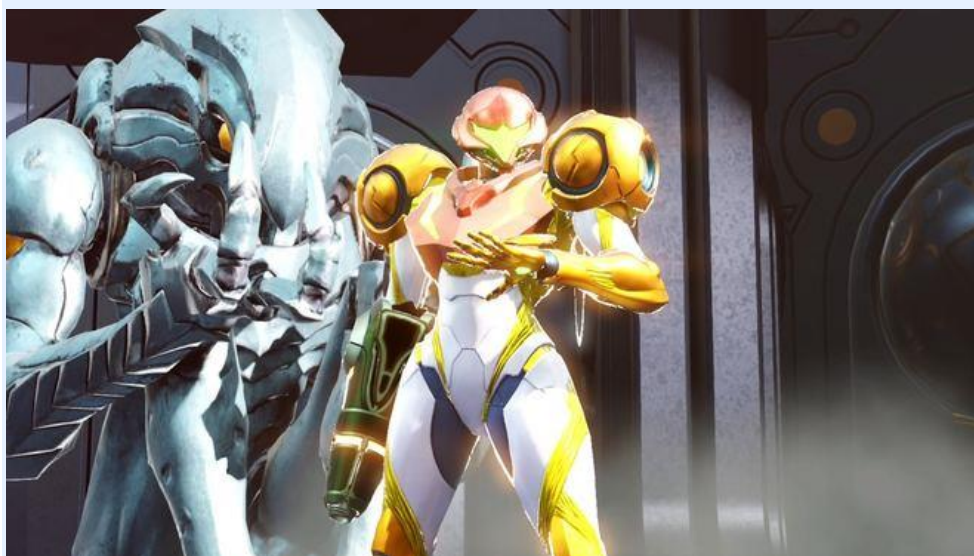
Here we'll be able to find on top a Chozo statue that'll give us the **Varia Suit**!



VARIA SUIT

The Varia Suit not only does it give us an amazing color change and upgraded looking armor, but it also gives us the [ability](#) to withstand high-heat areas. Yeah, we can finally enter these areas without getting damaged.

DO NOTE that we cannot jump into lava pools as we'll still take ridiculous amounts of damage nor can we enter high-cold areas. These 2 will still damage us quite a bit if we step into them.



And with this, head back down and enter the [room](#) to the right, which is a high-heat room. Break through the lower right floor, kill the enemies and before you leave you'll see that there's a **Missile+ Tank** in the corner of the lava pool. Head in there really fast and get it. You'll need to have at least 2 energy bars and full energy and you'll have barely enough energy to make it out. I say it's worth the risk. You may as well even try it a couple of times until you get it because that's a whopping 10 extra missiles! And we'll be needing them in a little bit.

In the next room you'll see that we're back in the room where we just escaped from (where the heat was going up). There's absolutely nothing going up, so ignore it, go down and through the door on the right. There are several bat enemies in here so take them out, drop down and continue to the next room.

Drop down in here and we'll be back at the **Teleportation Device**. If you look closely we CANNOT go back down into the water thanks to the wreck we just caused. That just means one thing: use the teleporter and head back to Cataris. We'll see you in the next page!

Cataris – Third Visit

Now that we have the Varia Suit we can make some progress! Head down and save your game. When ready head right through the tunnel and at the Missile [Recharge](#) Station you can now go left into the high-heat area.

In here you can break the wall on top of the lava pool so you can safely cross. Do so and proceed deeper into the area. You'll have to kill a pair of Rock Spiders as we make your way down, but it's not too hard.

Follow the pretty straightforward path as you kill enemies and avoid a couple lava pools and you'll encounter a pair of Rock Spiders in 2 separate rooms, but the camera is really zoomed in. Be careful as you progress through these rooms and destroy the red blob in the upper right corner. Head on through breaking a second blob and when you drop you'll see a red blob in the middle of the wall to the right. How are we supposed to get that one?

Anyway, head left, counter the bug protecting the door and proceed through.



In this room head left, destroy the blob in the wall to create a little shortcut and you'll have to go through the little hole in the wall. Just note that you'll fall down here and you'll be in a boss [fight](#). Ok, when ready, proceed down into the large room below and we'll be in the middle of the boss fight.

BOSS FIGHT: KRAID

Kraid! Who would've thought we'd see this big guy again? It seems this is a new one since, well, you know what happened to him in Super Metroid.

Anyway, funny enough Kraid fights EXTREMELY similar to his Super Metroid counterpart, which makes this fight a bit easier. The fight also consists of 2 phases, one when you're fighting his upper body, and the second phase where you're down fighting his belly (again, just like before).

With that note above, let us start:

As the fight starts we'll have Kraid struggling and trying to punch you. He won't be able thanks to the chains binding him. He will, however, try to hurt you by hurling his fangs at you. You can see them spinning towards you and you can easily take care of them by simply shooting them down. You can spam your Wave Beam, or charge and shoot it one. You can do either or.



His other [attack](#) is puke... I'm dead serious! He raises his mouth and start puking out tons of meatballs... sorry that's what they look like! You can destroy these for a little bit of energy and missiles, which I recommend you do! Do be careful because amongst the meatballs you'll also have little blobs of fire hurled at you so be careful and dodge them!

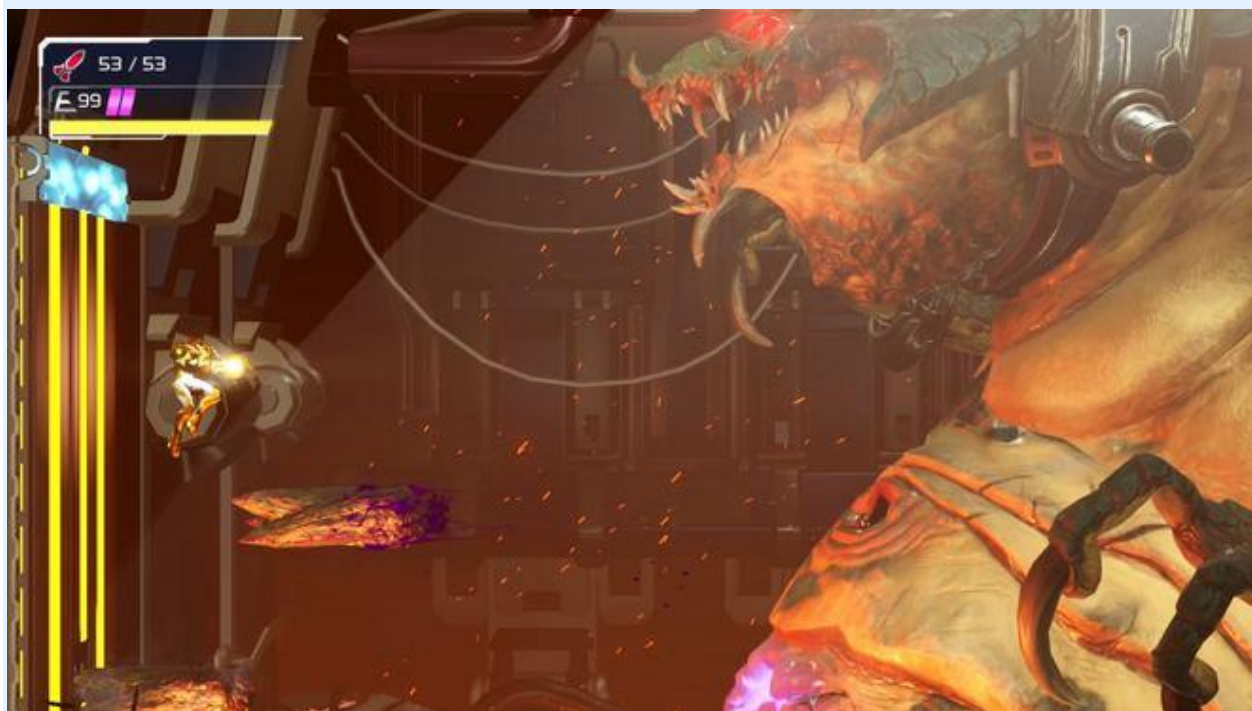
And this is pretty much all of the first phase. You want to focus on dealing damage to him by shooting missiles and/or charged shots into his mouth. I recommend you spam your missiles since you can get them filled up pretty easily.

After you do some damage the second phase will start and you'll know right away thanks to the little cutscene where Kraid finally releases one of his arms and is ready to punch you. He tries and knocks down the platform you're standing on, leaving you down on his belly.

This is where the fight actually starts. Down here you'll see that Kraid has a purple belly button. He actually has 3 holes, and the middle one purple. This one shoots out one of 2 things: it can shoot out a little curled up bouncing thingy and bounces around. You WANT to destroy this thing as they're coming out because they'll deal tons of damage and are very annoying. The other attack is just a simple purple blob that hits the floor and creates a cloud of poison on the ground. You cannot destroy this one so make sure to jump as it touches the ground to avoid the attack. You can tell the difference of what's coming out because on the latter attack, there'll be purple liquid coming out of the belly button.



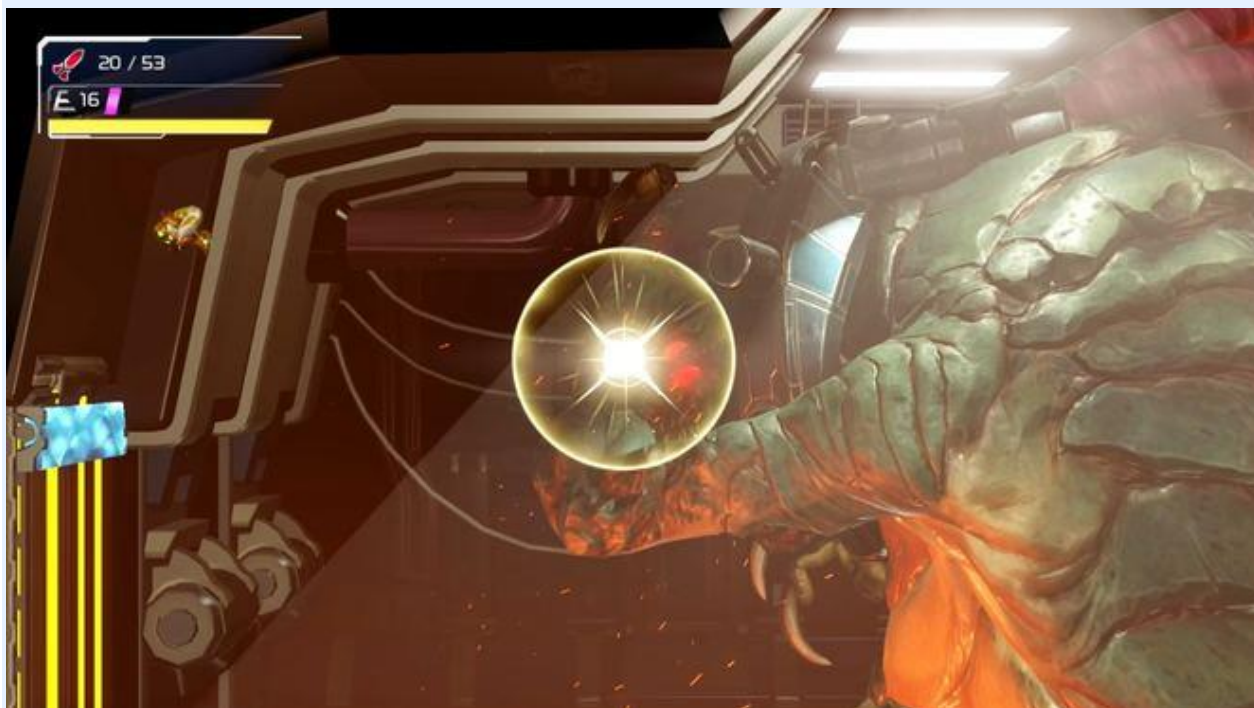
For his other 2 attacks, they are very similar as well. Remember the nails that come out of the belly buttons? They are still here. You can see the tips appear on the belly buttons and then shoot out into the wall. There are 2 attacks involving these: the first attack has them start from the bottom and go up where they shoot one after the other with a second or two in between. This allows you to climb the side of the wall and grab on to the spider wall above and start shooting at Kraid's mouth.



For the next attack, it's almost the same, but the nails now come out all at the same time and shoot at the same time. These do not stick into the wall. They just explode, but this brings down the spider wall that we can ride to go up. Pretty neat.safe



At the top you need to fill Kraid with missiles to defeat him. He can punch you straight which does a whopping 100 energy (a whole bar). You need to avoid this at all cost. His other attack is like a [back hand](#) attack that you can counter in order to grab on to Kraid and deal extra damage. He also still has his nails, but that is mostly so you can get your missile refill.



Right after the fight (man this fight was GOOD) proceed on out of here and when you get to the shaft head down through the missile door and you'll find a Chozo statue with a new upgrade, the **Diffusion Beam**.



DIFFUSION BEAM

The Diffusion Beam is one of those [abilities](#) that trigger automatically. It's part of the Charge Beam and causes them to explode upon contact with a wall or enemy.

The one advantage this has is not only the added range to your Charge Shots, but you can also hit stuff through walls, which is pretty neat, especially against those crawling enemies.



Use it to blast the red blob and head back to the shaft on the right. Head up now and use your new ability to destroy the blob in the wall and right above you'll be able to spot a red blob in the wall on the left edge of the screen. The Diffusion Beam can't reach that far, so leave it for now and proceed right to find a locked door and a new **Teleportation Device**. This one is purple and it'll take us to Dairon.

Before we take it, however, head up the path and in the vertical wall you'll have to hang on from the ledge and jump to the other one. You can easily do this by moving your analog stick away from the wall and jumping. At the top, grab on to the spider wall and use your Diffusion Beam to break the red blob, then proceed to grab the **Missile Tank**. Awesome!



Return and use the purple Teleportation [Device](#) to head to Dairon. See ya there!

Dairon - Second Visit



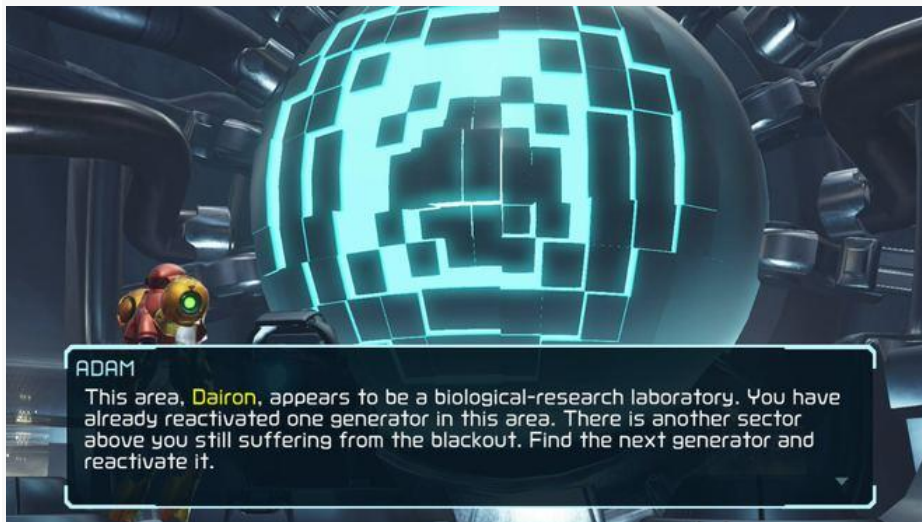
After stepping off the purple teleportal, we'll find Samus trapped in a small room - fortunately we now have 'ye olde' Diffusion Beam. So go ahead and destroy the red blob below and to the left to open a gap in the floor. At the bottom of the [shaft](#), continue through the door on the right into a high-heat area.

Work your way down to the bottom of the room, avoiding/killing the Spider Bot as you go. At the bottom, you'll spot a pool of lava with a small ledge housing an upgrade above it. It's tricky, but possible using the Morph Ball to jump up to this ledge. There is an **Energy Part** here.



Drop down and Morph Ball out. Continue through the door on the left.

After another high-heat room occupied by a Spider Bot, you'll come across a **Network Station**. Here Adam will let you know that there is a second section of Dairon nearby, also out of power. We'll need to go restore that.



After passing through the left-hand door, you'll encounter a new type of enemy - a Mutant.

New Enemy: Mutant

Mutants are large, four-legged hair covered beasts that patrol back and forth on the platform they are placed. Upon noticing Samus, they will put their head down and charge at full speed. Once they make contact, they will jump backwards and repeat. This makes them particularly vulnerable to melee counters, but regular shots and missiles will also get the job done.

The ledge above the Mutant will be home to a spinning saw blade dispenser, so be careful as you climb up. At the top of the room here, you'll see an EMMI door on the left, although we can also climb up to a small ledge above this for an **Energy Recharge Station**.

Continue into the EMMI zone to continue.

Remember that the yellow EMMI in this area is ridiculously fast! To make things worse, it can squeeze through small gaps like the green EMMI could and there are small red mines scattered around the room which will trigger if you go near them, alerting the EMMI to your location. As such, you will want to really be careful where you step and be sure to use the Phantom Cloak when passing the mines to make things easier on yourself.

You'll find that the first room is quite large. Our goal in this area is to proceed to the very top of the room as carefully as possible. There are lots of mines around as you go, so make sure you use the Phantom Cloak to walk past them or try to steer clear of them altogether. When you can climb no further, make your way through the door on the right.

Again, in this second room your path forward lies at the very top of the room. In this area, you'll see a powerup in the centre of the area and exit doors on the left and the right. The righthand door leads to a dead end for now, so we need to continue through the left-hand door to exit the EMMI area.

As you exit the EMMI area, you'll find yourself in a darkened section of Dairon, much like our first visit we'll need to track down a generator to restore power.

Make for the far right of the room and use your Morph Ball to squeeze into the gap in the wall. We'll fall through some weak blocks to the floor below. There will be a Missile [Tank](#) to the right, but we won't have the right tools to make that acquisition just yet, so continue to the left.

We'll reach another dark room with a fancy looking robot on the lower level - you just know that thing is going to be trouble on, right? The lower left door here can be entered, but we won't be able to go very far now. As such, ignore it for the moment and make your way up the room, past the inactive Total [Recharge](#) Station and another pair of Mutants to reach the top. Cruise on through the left-hand door.

We'll arrive at a Map Station, but this area is currently out due to the whole lack of power thing, so we'll need to come back for it shortly.

The next room is another quite large one. We'll need to descend to the lowest point in the room and then work our way midway up the right side to find a door. A short distance above this is a red orb that we can shoot to create a shortcut. Proceed through the door to continue.

This next room features the power generator. Step on the tile here and interact with the machine to bring the lights back on. Huzzah!

Unfortunately, with the power restored, the chamber we just entered from will now feature a cold-temperature area that we cannot explore for the moment (at least not for long as it will drain your health!). To continue, shoot the red orb by the base of the right-hand wall. This will put you back in the area before the Map Station.

Climb back to the top of this area and enter the **Map Station**. Have Samus interact with this to flesh out your Dairon map.

Return to the previous room and look in the upper right to spot a Missile Door. Proceed through here to find a Chozo statue holding a new ability - **Morph Ball Bomb**.

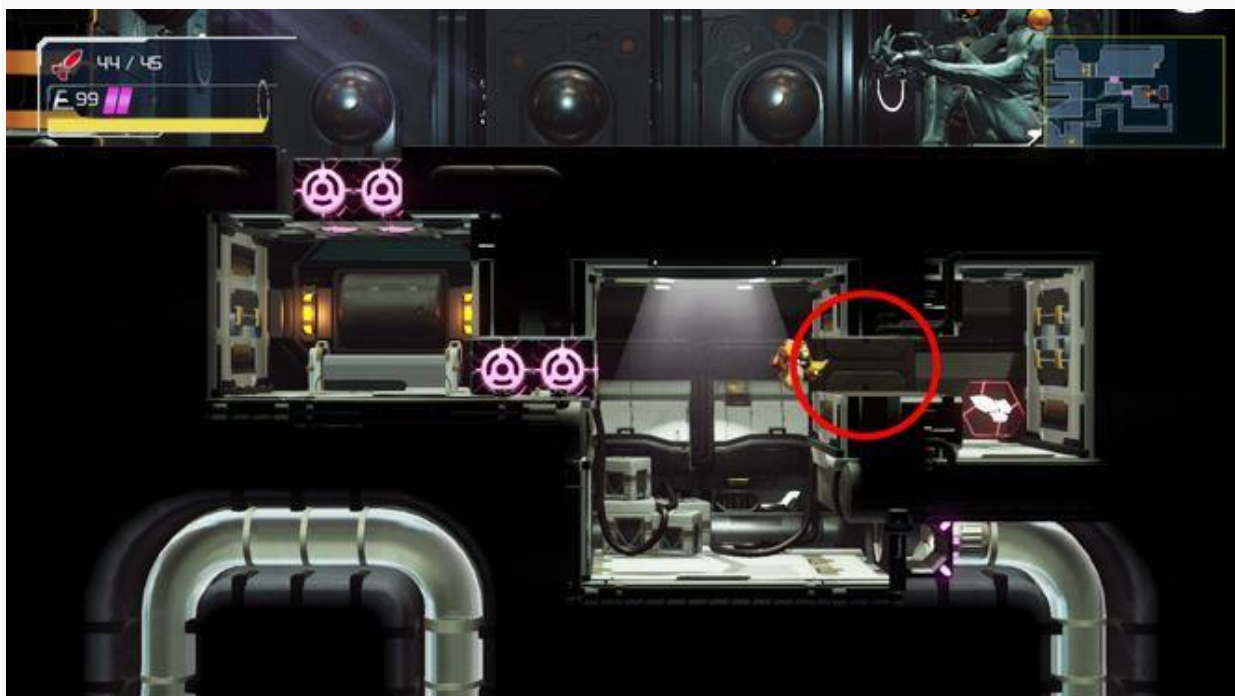


MORPH BALL BOMB

The Morph Ball Bomb is a Metroid Staple, so there's no surprise that it is back! As the name suggests, this is a type of bomb that can be used in Morph Ball form and can be dropped by hitting the **Y** button. These can be used to destroy weak sections of terrain, to damage enemies and even to propel Samus upwards whilst jumping in Morph Ball mode. Morph Ball bombs are also used to trigger Morph ball launchers... which we'll encounter soon enough!

After acquiring the Morph Ball Bomb, you'll find that the exit to the room is now blocked. Let's try out our new ability! You'll find a weak section of floor on the centre, left (below the leftmost spherical structure on the back wall).

In the space below, bomb the right-hand wall. We'll arrive in an area with a Missile Tank and a Morph Ball Launcher. Shoot the wall to the left of the **Missile Tank** midway up to blow a hole in it. Head on inside to grab those sweet, sweet missiles.



To continue, assume the Morph Ball form and enter the launcher. Drop a bomb in here to get launched through the tube and spat out back into the previous main room by the **Total Recharge Station**.

Drop down to the floor and you'll find that the big Spider Tank robot we saw earlier is now active.

New Enemy: Spider Tank

These things are large and very heavily armored. They have two main attacks, a charged laser which will be fired from the large red eye on its front (we can duck under this), and a shockwave attack which will have the Spider Tank fire its turrets into the floor creating a wave of energy that moves along the floor at pace which we can jump over. It will take quite a few missiles/charge shots to take one of these fellows down but it's definitely doable.

We can fight the Spider Tank here if you wish, or alternatively, quickly run through the door on the left to proceed.

This room features another new enemy type - Purple Oozes.

New Enemy: Purple Ooze

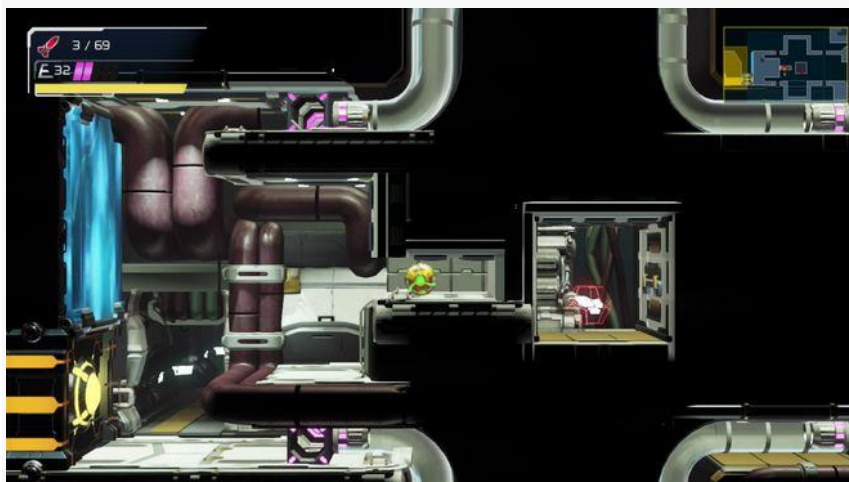
The Purple Oozes can hang from floors, walls and ceilings and seem to exist solely to launch themselves at Samus's position over and over and over again. The worst part about them is they often appear in groups so it can be a bit tough with multiple purple blurs approaching Samus at once. Fortunately, they are not super tough and can be melee countered fairly easily, although a charge shot or two will also do nicely.

Descend through this room (and the Purple Oozes) to reach another Morph Ball Launcher in the lower left. Hop inside and drop a bomb to launch Samus into a new room.

In this area you'll find an EMMI door on the right, another door on the left and a giant, subdued monster in the middle of the area. He's not awake for the moment, but I don't know it's going to stay that way by the end of the game. For now, head through the left-hand door.

Ake your way down to the Morph Ball Launcher in the lower left of this room, avoiding the spinning saw blade dispenser and the Autsharp as you go. Use the Launcher to reach a small room with a door on the left and another Morph Ball Launcher below. Enter the door on the left to find a Save Station.

Return to the room with the two launchers. Before entering the lower launcher, hop on the small ledge above it and shoot the wall. This will reveal a Morph Ball bomb block. Destroy this and move into the Morph Ball path to find a **Missile Tank**.



Exit and to continue, use the lower Morph Ball Launcher here.

We'll arrive outside of an EMMI door. Shoot the roof in the centre of the ceiling with a missile to reveal a hidden room above. Hop on up to find another **Missile Tank**.



With all other options now exhausted, I guess we better go explore the EMMI area.

As you enter, there will be a mine on the ledge below, so be sure to use your Phantom Cloak to bypass it. Proceed to the lower section of this room and continue through the left-hand door. In this next room, make your way all the way to the upper left to find an exit.

When we exit the EMMI room, we'll find ourselves in a natural looking flooded cave system. Proceed past the first Bee to encounter another new enemy - Armored Squid.

New Enemy: Armored Squid

These fellows float back and forth along a designated patrol rout and will stop and launch themselves at Samus. This leaves them open to a melee counter, which is the easiest way to kill them as their spiky red head is quite durable and immune to standard blaster fire.

Continue along the [set](#) path here past one more Bee and through the door on the left to reach a tram station to a new area.



There's nothing further that we can do in Dairon for the moment, but we'll be back later to deal with the EMMI and to find the rest of Samus's upgrades. For now, hop on the transporter and shuttle on over to the next [zone](#) - [Burenia](#).

Burenia



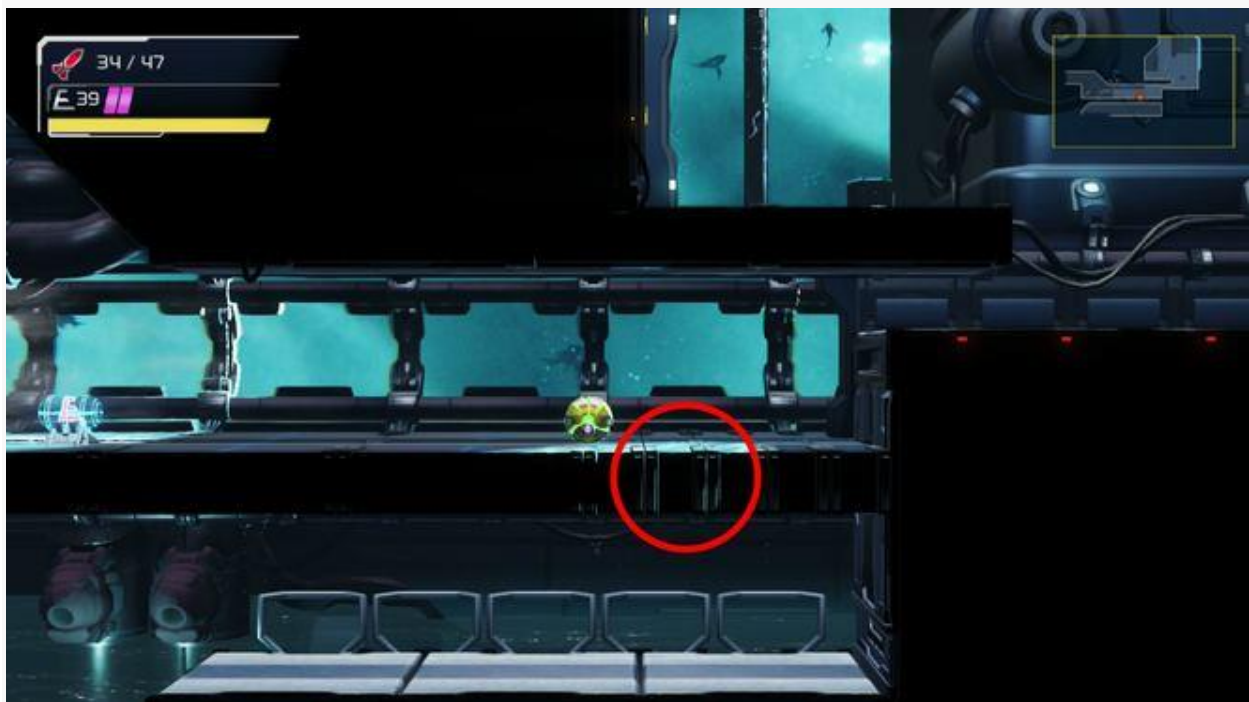
The Burenia region is surrounded by high seas and there will be a fancy a storm happening overhead as we arrive. Exciting times! Fortunately, we can get out of the rain through the door on the left although it should be noted that Samus's time being dry is going to be quite short lived.

Proceed inside and drop down the first shaft to encounter a new enemy type - Vortex Barnacle.

New Enemy: Vortex Barnacle

These things are usually mounted on a surface (wall/ceiling/floor) and will start up a vortex when you get close to them, sucking you into their awaiting claws. We can shoot them, but by far the best method of dealing with them is to assume Morph Ball mode and drop a bomb - they will suck it up, killing them instantly.

Proceed to the left and you'll see an Energy Tank ahead, but it's in the midst of a blast of wind and we just won't be able to reach it just yet. For now, locate the weak section of floor to the right and use your Morph Ball Bombs to break it open.



Drop down into the water to continue. As you move through this area there will be multiple Vortex Barnacles, so stay on your guard and either shoot them on approach, or Morph Ball bomb them into oblivion. We need to head for the door on the far left of this room, so head on over (you'll need to make use of a Spider Wall as you go). Exit the water and head through the left-hand door.

We will find ourselves in a control room of sorts. There will be a Bee and a new type of enemy - a Sentry Laser.

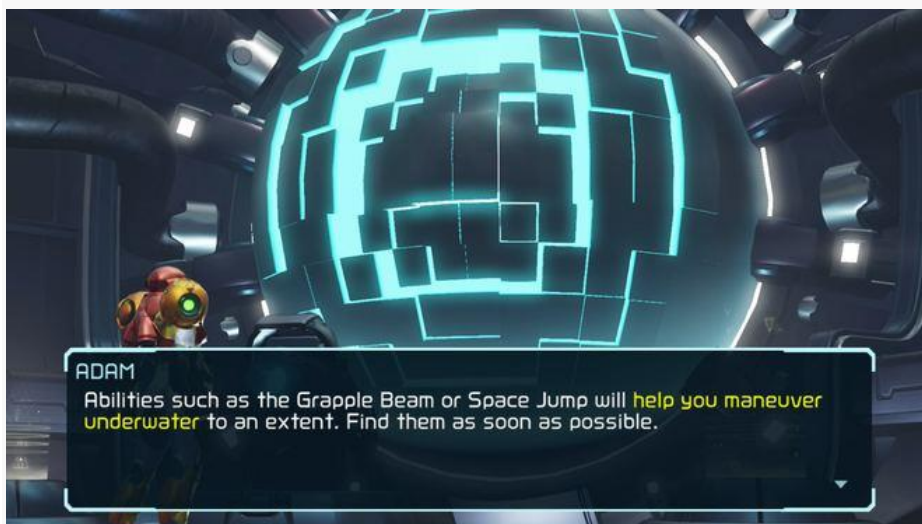


New Enemy: Sentry Laser

The Sentry Lasers are mounted to the ceiling and will move back and forth across the room in which they live. They will fire a laser from their position, down to the floor, damaging Samus if she is unfortunate enough to touch it. We need to target and shoot the source of the laser on the roof with Missiles until it breaks. When you get the [Grapple](#) Beam in a bit, we can yank them from the roof... but not just yet.

On the left side of the control room, follow the Morph Ball path to reach another, smaller room above. Proceed through the left-hand door.

At this point, you will come across a **Network Station**. Adam will let you know that navigating in water is not fun without a Gravity Suit, which we don't have, and that we should find other upgrades to make water travel less painful... does anyone else get the feeling that we are about to start seeing a lot more water? Move through the left-hand door.



As you exit, you'll encounter a new enemy type - Water Lizard

New Enemy: Water Lizard

These large amphibious looking lizards will not actually attack you directly. Instead, they will open their mouths and unleash a cloud of small flying bugs that will converge on Samus's position and swarm her - you'll want to use your melee counter to clear the flying pests. We can also melee counter the Water Lizard - we just need to hit him with it just as it opens its mouth.

After dealing with the Water Lizard, you will note that we can go up or down from here. The passage up leads to an Ammo Recharge Station and a dead end, the path downwards is where we want to go to continue.

Descend the slope here, avoiding the marching bugs, Vortex Barnacle and the Floating Slug. At the bottom, use the Spider Wall on the roof to safely cross the pool of water below and head through the door on the far side.

This next room has a large section of Spider Wall on the roof. Get rid of the Bee and then climb up to the Spider Wall. Follow this to the right. You will arrive at a shallow pool with a Morph Ball path above and a Missile Tank at the end of it.

To get this we need to jump by the entrance to the Morph ball path and shoot into it to destroy the blocks ahead (we can't use the Morph Ball Bombs as they will destroy the path). Quickly climb up into the path and roll through to the room at the end before the blocks regenerate to snag a **Missile Tank**.



Head down to the bottom of the room and proceed to the right. We'll reach a Morph Ball tunnel infested by groups of those marching bugs. At the bottom, continue across a pair of pools and drop down the shaft at the end of the path.

Clear out the first pair of Bees here, and you will be able to spot an Energy Tank on the right. We won't be able to grab this yet (the floor will crumble beneath us) but remember the location - we'll be back for it shortly. For now, head to the left past a third Bee. Enter the door below to find a **Save Station**.

From the door to the Save Station, drop down into the water below and head to the left. Proceed through the passage here and deal with the Vortex Barnacles and Water Lizard as you go. At the bottom of this path, you'll enter a deep section of water.

The upper passage is blocked, so drop down and continue to the right. Eventually you'll spot your first Zombie Fish.

New Enemy: Zombie Fish

These things look creepy with their bright red glowing eyes but in reality, don't really do a whole lot. They are passive and will float aimlessly back in forth in set positions getting in your way and inflicting damage if Samus touches them.

From the first Zombie Fish, you'll be above a long drop. Drop down, but as you do hold to the left, so that Samus falls in that direction. If done successfully you can drop her onto a platform with a **Missile+ Tank**. Nice! If you miss it, you'll be able to try again shortly.





From the bottom of this area, make your way to the right and climb the ledges here, dodging/killing Zombie Fish as you go. Enter the Morph Ball path at the top.

The new room has a door midway up, which leads back to the previous area, and if you climb to the top a red blob that we can shoot to reveal a new passage. Proceed through here. Climb the Spider Wall on the far side and continue upwards until you find a missile door to break open.

Proceed inside to trigger a scene in which Samus goes and pinched a glowing cube from an alien statue and gets imbued with superpowers, in this instance, specifically the **Flash Shift** ability.



FLASH SHIFT

By pressing down  and pushing the movement stick in a direction, the Flash Shift ability allows Samus to perform a short-range teleport, having her instantly move a short distance. This ability consumes the Aeion bar, much like the Phantom Cloak and a single use will deplete the bar, however if you hold the  button down after the first Flash Shift, you can perform an additional two Flash Shift movements at no extra Aeion cost. The Flash Shift can be used in mid-air to increase Samus's jump distance significantly and is useful for avoiding enemy attacks.

To escape the room with the [statue](#), climb to the ledge to its left. The yellow floor panel here will snap up a gate if you step on it. So, use your Flash Shift to bypass it altogether. Exiting this room will place you right outside of the door to the previous **Save Station**.

From the Save Station we want to retrace our steps back to the room with the three Bees and the Energy Tank we saw earlier. Its time to grab that bad boy. Clear out the Bees and then use the Flash Shift to cross the weak section of floor to the Spider Wall beyond. From here, climb up to grab the **Energy Tank**.



Above the Energy Tank you will be able to make out another of those yellow pressure pads. Use the Spider Wall lift on the roof to reach this. When you arrive, Flash [Shift](#) across this to reach the next area.

Continue through the next room avoiding the Zombie Fish and marching bugs. Dispatch the Floating Slug on the far side of the door and in the new area, continue downwards, through additional Zombie Fish until you reach the bottom.

At the bottom, we can go left or right. On the left, you'll find a red orb to shoot. Doing so will create a hole in the floor of the small room above, flooding it. There is a Missile Tank in here, but with our current gear we are unable to grab it. On the right, use a Morph Ball bomb to continue and clear out the small group of swimming bugs. Again, destroy the red blob here to flood the room above.

Destroying both red blobs here will have also had the effect of lowering the water level in the main chamber. Head back up to the door we entered this room from and to the right of this you will see that a yellow floating platform has appeared. From this we can jump across to a small alcove to the right. Aim and shoot the red blob above this to reach another door. Head on through.

Continue along the set path here to reach an alternate tram station leading back to Dairon. There's nothing further that we can do in Burenia for the moment, but we'll be back later to find the rest of Samus's upgrades.

For now, lets hop on the transporter and shuttle on over to the next zone - [Dairon Revisited](#).

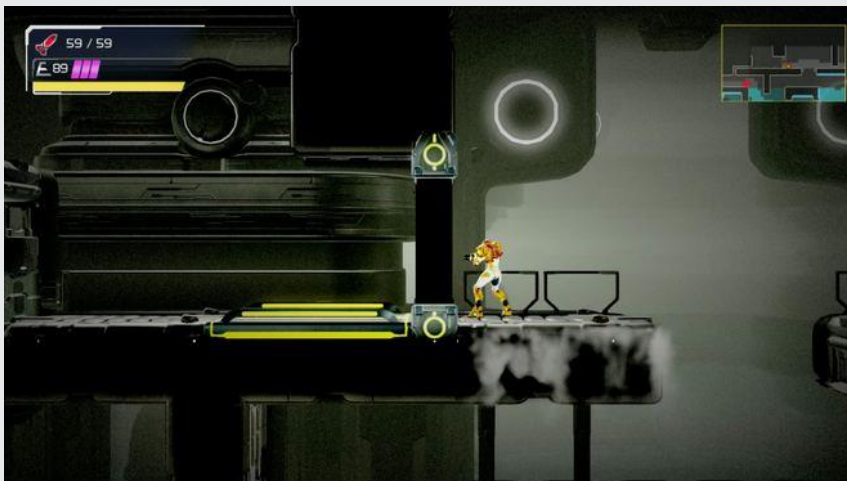
Dairon - Third Visit



Back on Dairon yet again! This time around, we are going to go and [deal](#) with the sparkly yellow EMMI, so get excited! Exit the transport room and head through the cave to the right, taking care of the Bee, Armored Squids and marching bugs as you go. At the end of this cavern you'll find an EMMI door.

Just a reminder that this EMMI is crazy fast - and that there are mines scattered about which will immediately draw the EMMI to their location if triggered. You'll need to make use of Spider Walls, Morph Ball gaps and the Phantom Cloak to get by if the EMMI gets near!

The start of this EMMI area is partially submerged. We need to proceed through the water to the right until we can climb up. On the platforms above the water, we need to head left and Flash Shift past the yellow pad on the floor. Proceed through the door to the left.



The next room is quite large, and our goal is to reach the very top of it. In the upper, right-hand corner you will find a [blue](#) doorway. Continue through here to find this EMMI zones Central Unit.

Another Central Unit or Eyeball Enemy if you prefer. The good news is this fellow remains essentially unchanged from the previous two encounters - ring launchers and auto turrets, ahoy! This time around there are ring launchers mounted on both walls. The ceiling is occupied by an auto turret on the left and another ring launcher on the right. You should be a pro at dodging these attacks by now - so have at it!



Keep using your Missiles and Charged Wide Shot/Diffusion Cannon to hit the Eyeball whilst avoiding the other attacks. Removing the shield will again reveal the fleshy body beneath. Shoot that up until it drops.

With the Eyeball dead, Samus will be given temporary [access](#) to the Omega Cannon once again. Remember to use its rapid-fire capability to strip the armor from the door and then hit it with a charged-up shot to destroy the lock. Let's go hunt down the EMMI.

Because of this EMMI's speed we want to find a nice long hallway in which we can target it. Once you start firing at it with the rapid fire and hit its head, it should begin to crawl towards you slowly - just make sure you keep the rapid fire on its face guard, or it will speed up again! Continue until the face guard is destroyed.



Now we won't have a chance to charge up and shoot the EMMI right away, we simply don't have the time. So run off and find another long hallway to wait for it. When it arrives, charge up a shot (or have one waiting for it) and shoot it in the now unguarded face to give its noggin a mighty floggin'! This will kill it.

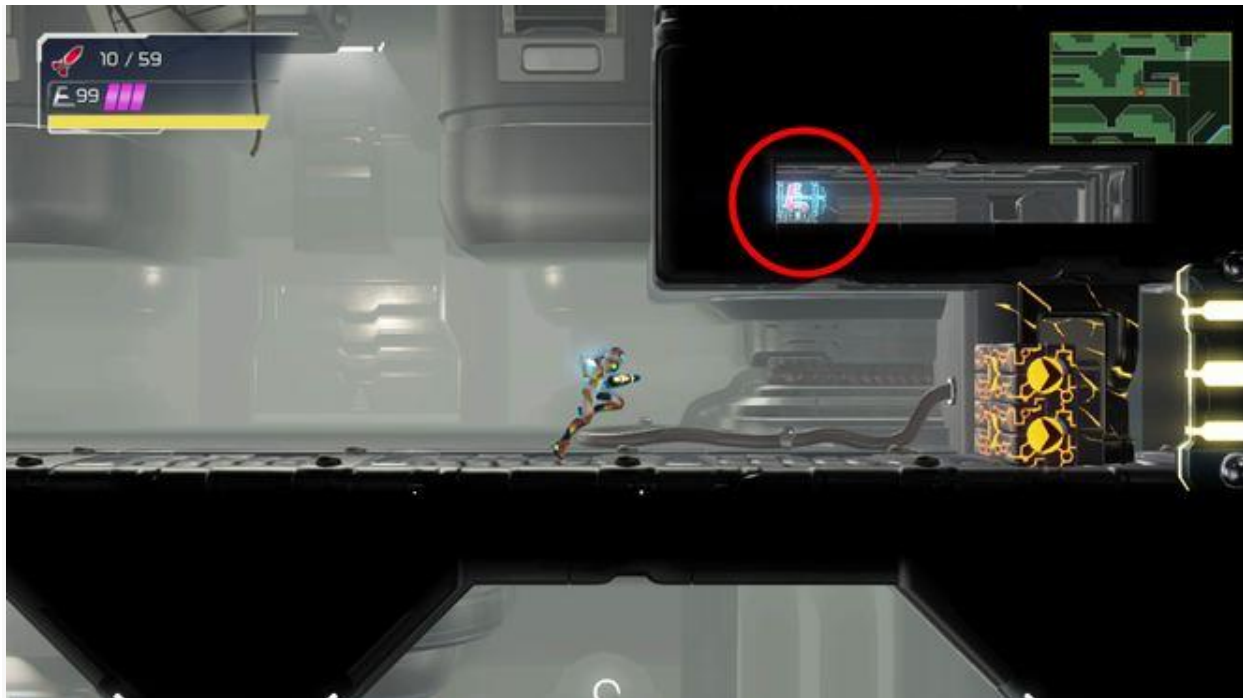
Killing the EMMI will have the EMMI area lose that grainy look and we'll be able to explore it a lot more freely. We'll also be rewarded with a new ability - Speed Booster.

SPEED BOOSTER

The Speed Booster ability is used by clicking the left stick whilst Samus is running. Continue to run and after a short build-up her speed will pick up dramatically. Whilst running at high speed any enemies in the way will be damaged, and any Speed Booster blocks will be destroyed.

Additionally, the Speed Booster gives Samus the Shinespark ability. To use this, we need to press down whilst Samus is running at supersonic speed. She will turn purple if done correctly. Next, we can press the B button and tilt the L stick in the desired direction, to have her launch herself towards it at high speed. This is great for crossing long horizontal distances or quickly flying up a vertical shaft.

Once you have your new Speed Booster ability, drop to the long platform just below the entrance to the room with the Central Unit. On the right side of this you will find some Speed Booster blocks we can break through with a door behind it. Just above the blocks is a small Morph Ball tunnel with an **Energy Part**.



Continue through the door behind the first set of Speed **Booster** Blocks and keep Speed Boosting to the right. Jump the gap and keep ploughing through some more blocks to reach a new exit to the EMMI area.

Above the entrance here, there is an Ammo Recharge Station. Proceed past the Armored Squid, Autosharps and Floating Slug to the top of the room and continue through the door.

Make your way to the top of the next room, dealing with the Armored Squids enroute. At the very top you will see a Missile+ Tank which we won't be able to grab just yet. However, just beneath this is a Morph Ball tunnel - hop in here and bomb near the left wall to reveal a passage up. At the upper right, you will find a door to the EMMI area.

As you enter the EMMI area, start up a run and trigger the speed boost. When you arrive at the far wall, trigger the Shine Spark ability, and have Samus launch upwards. She'll hit a Spider Wall on the roof next to a doorway.

Before heading through the door jump down the shaft a short way and on the left wall, you'll find a small alcove housing an **Energy Tank**.



Note: As its fairly close, there is another Missile Tank we can grab whilst we are here. Head on over to the section of the map we have marked below. In this area, there is a section of Speed Booster blocks we can now destroy. Doing so will entitle you to grab a **Missile Tank** which had been placed behind it.



Proceed through the door here by where we nabbed the Energy Tank and did the big Shinespark launch and once through, climb upwards. When you arrive on the long platform below the orange collectible (which we still can't get). You'll find the right-side of this path is blocked by a Speed Booster Block. Use the Speed Booster to destroy this and the next wall.

Before continuing, make your way back between where the two Booster Blocks had been. Shoot along the roof here with missiles to find a small opening. There will be two blocks to destroy here - the lower will be a Missile Block and the upper a Morph Ball Bomb block. Destroy both and jump up into the crawlspace to find an **Energy Part**.



Continue through the door to the right of the pair of **Speed** Booster Blocks. In the following room head all the way to the right and move through the lower of the two doors (the upper leads to a dead end for now...) to exit the EMMI area.

Once out of the EMMI area head back to the nearby Save Station.

From the Save Station, we want to head to the right. Use the Energy Recharge Station here if required. You will notice a slight lump in the centre of this area. Above this is a series of Speed Booster Blocks. Charge from one end of the room, build up a Speed Booster and then use the Shinespark to launch Samus from the top of this lump upwards, through the blocks above to hit the roof.

Land on the ledge to the left (or jump up to it) to find a **Missile Tank**.



Continue past the Missile Tank to the left and drop down the shaft behind it. At the bottom you will find a Yellow Teleportal. Step on this to be whisked away over to the next zone - [Artaria Revisited](#).

Artaria - Third Visit



We'll arrive back in Artaria using the **Yellow Teleportal** and will be in a section of the EMMI zone that had previously been inaccessible (although you would have seen it through the walls). Use the Charged Wide Beam to open the door to the left.

In this area we want to head to the left and then climb to the top of the room when we can. On the upper floor of this area, you will find some Speed Booster blocks, obstructing the passage leading to the left. Build up some speed and smash on through them - this will open up a new EMMI area exit we haven't explored yet.

Before heading through the door, shoot the ground below the exit to break some blocks away. Drop down into the small cavity here to find a **Missile Tank**.



Proceed through the exit door. In the next room you'll see a large vertical shaft in the middle of the room. Get a runup from the EMMI zone, Speed **Boost** into the room and then use the Shinespark ability to launch Samus up through this vertical shaft to the top.



Head on through the right-hand door to reach a brand spanking new **Save Station**.

Proceed through the door on the right and in this next, quite vertical room you want to drop down as far as you can before heading through the door.

This next room features a Floating Slug... and a Missile door. Shoot this and head on through to find a Chozo Statue holding a new ability - **Grapple Beam**.



GRAPPLE BEAM

The Grapple Beam is a mighty useful attachment to Samus's arsenal. We can use it by holding **ZR** and then pressing **Y** to fire. With the Grapple Beam we can do several things including:

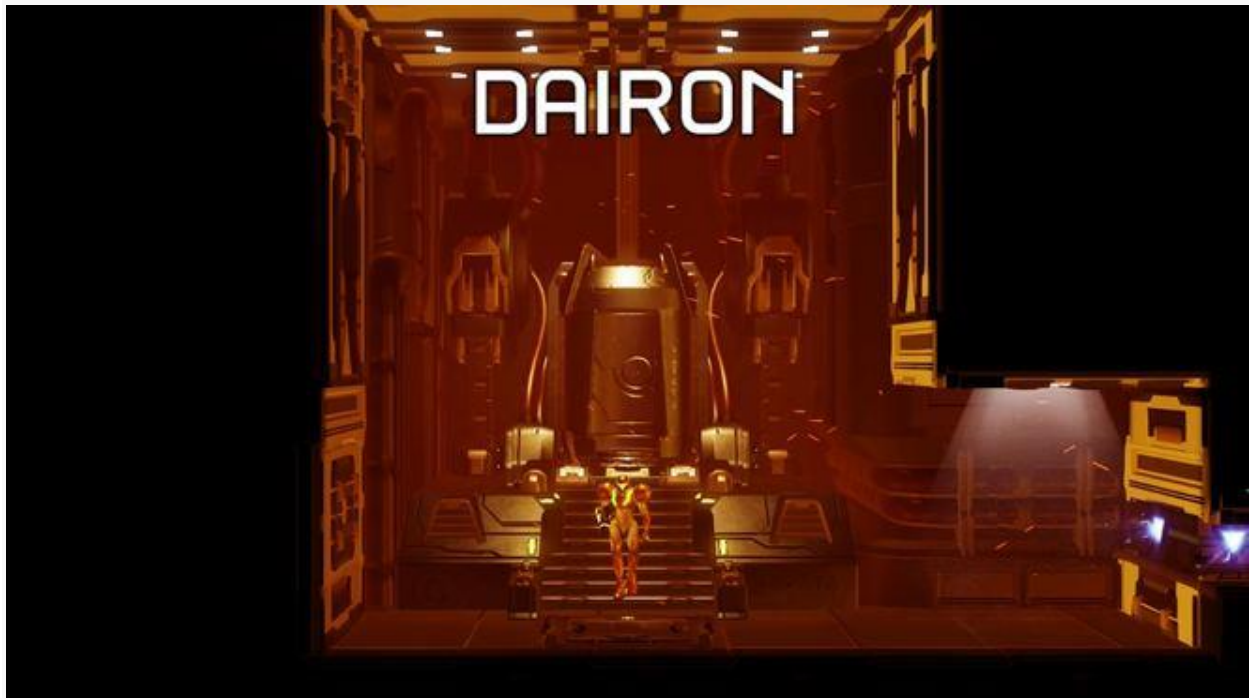
- Targeting and interacting with Grapple Beam doors to open them, blocks destroy them and boxes to yank them out of the way.
- We can also use it to fire at Spider Walls to have Samus pulled to them.
- It can also be used with grapple points on ceilings, enabling us to swing from them.

To continue, locate the Grapple Beam block to the left of the Chozo Statue and use your Grapple beam to pull it to the right. This will drop it into the gap below and allow you to progress. Use your Grapple Beam on the Grapple beam door to exit to the previous room.

Return to the vertical passage via the grapple point on the roof. Use your Grapple Beam on the Spider Wall to climb up to the top, dodging/killing the Wall Slugs along the way. Enter the door at the top.

Here you will find a panel that we can step on. This panel [acts](#) as a transporter which will take us to the next area of interest. There's still some loot to be had here, but we'll save that for a bit later. For now, hop on the transporter and shuttle on over to the next zone - [Dairon Revisited... Again!](#).

Dairon - Fourth Visit



You must be pretty sick of old Dairon by now, right? If not, well that's good, breathe it in and enjoy the spectacularity that the area affords! If you are, well there is some good news - our stay this time around will be pretty short as we'll be heading to the next [zone](#) very shortly.

After stepping off the lift, we can use the Grapple Beam to pull the block off the right-hand wall. Enter the Morph Ball Launcher and drop a bomb to launch yourself up to an area above. We'll arrive below the first Save Station in the region. So, feel free to save if you feel the urge.

Our next goal lies upwards, but before we go there, we can make a brief detour for a Missile Tank. Drop to the bottom of this room and enter the left-hand door. We'll be in the large hangar room that we explored on our first visit to Dairon. Climb to the top of the room, avoiding the assortment of enemies. At the top, you'll find a series of grapple points on the roof swing across these all the way to the right to find a small niche holding a **Missile Tank**.



Return to the door we came through to find that it is locked. Fortunately, there is another way back! Look above the door to spot a red blob. Shoot this to open up a Morph Ball path we can use to re-enter the previous room (bombs required, of course!).

With the looting done, climb to the top of this area, past the door to the Save Station and into the EMMI door on the left.

Once inside the EMMI area, we want to go through the second EMMI exit just above. To do so, you'll need to remove the Speed Booster blocks that are in the way. Get a run up and blast them away with Samus's super sonic (and super awesome) speed.

After leaving the EMMI area, hop up onto the block ahead and use your fancy new Grapple Beam on the crate here, pulling it back into the pit to its left. Continue past this and upwards to find another elevator.



This will take us to the next area. There's still some loot to be had here, but we'll save that for a bit later. For now, hop on the transporter and shuttle on over to the next zone - [Ferenia](#).

Ferenia



Now this place looks a bit more swish than the last few areas that we have visited! All the carved columns, fancy curtains and [wall](#) decorations make it look like a temple complex of sorts. No more of that techy stuff... at least for a bit. Proceed through the door by the elevator.

In the next room, you will see two Morph ball paths on the right wall. The lower one leads to a **Total Recharge Station** (use it, we'll need it in a minute!). To reach the upper Morph Ball path, use the grapple point on the ceiling.

Climb the Spider Wall here. When you reach an opening, a spinning blade will activate and start sending blades through it periodically. Avoid these (obviously!). You can jump to the second Spider Wall above the gap to spot an Energy Tank in a crawlspace above, but we won't be able to reach it just yet.

Wait for a spinning blade to pass to head through the opening. Quickly Flash Shift over the yellow panel here to reach the next room.

Dispatch the swarm of bugs in this area and use the grapple point on the ceiling to reach the ledge above and to the left. When you arrive, continue into the EMMI door here.

Make your way to the right, using Flash Shift to avoid the yellow [platform](#). Slide into the opening below the raised platform in this room to drop down into a room below. This will trigger a lengthy cut-scene introducing the area's EMMI, a lovely shade of purple, and some other lore heavy characters (pay attention - lots of important stuff!) followed by a boss fight.

BOSS FIGHT: ROBOT CHOZO SOLDIER

This fellow is very much like Samus in a number of ways. He's very quick, can dash about and has a blaster which he can fire in short three round bursts or charge up and fire like Samus's Charge Beam. The boss also comes equipped with an energy blade which he'll use to inflict a tonne of damage.

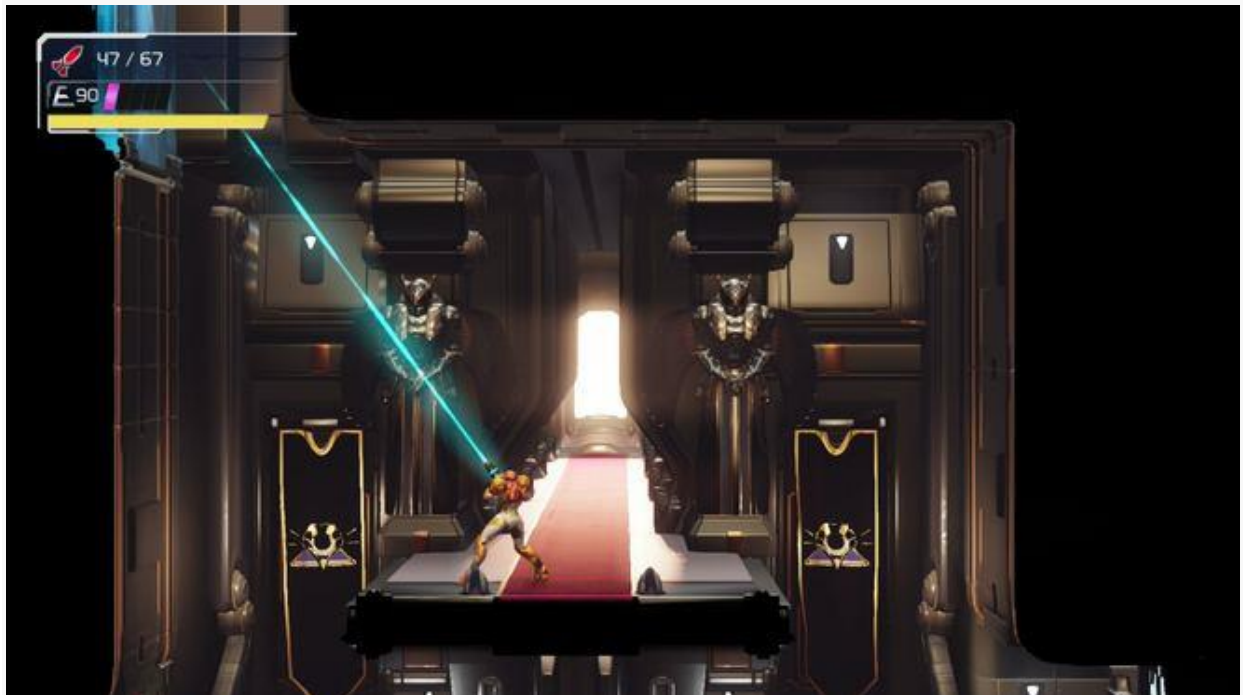
The boss will constantly move towards Samus's position, shooting from range before quickly closing in and attempting to use his sword with a lunging slash attack. He has two types of sword attacks which can be identified by the colour of his blade as he charges up - the blue attacks can be melee countered (if you are brave... or confident enough), whereas the pink attacks cannot. They both deal a ton of damage, with the pink being worse all round.

To fight this boss it is best to stay mobile. Get as far away from him as you can, turn and launch missiles at him constantly, whilst jumping over or ducking under his blaster attacks. When he closes in on your position, wait for him to charge up a melee attack and then jump and Flash Shift over his head. Doing so will avoid the attack and put you behind the boss. Run away, turn around and start unloading missiles once again.

Continue this tactic for the duration of the [fight](#) and he should be pushing up daisies in no time!

Following the boss, move through the door on the right. There is an EMMI door on the right, but it's a dead end, although you can admire the EMMI here in its frozen state if that's your kind of thing.

To continue, we need to climb up onto the central platform in the room between the boss fight and the EMMI door. In the upper, left-hand corner you should be able to spot a section of Spider Wall that we can grapple to. Climb to the area above.



Once up you'll see a fan on the left. Use the [Speed](#) Booster to run into the wind and use a Shinespark jump to launch up the shaft above it. There is a door to the left (although it leads to a Cold Zone, so it's a no go for now). Drop down the gap below - you'll see a Missile+ Tank here which we are unable to get for the moment.

Upon reaching the bottom of the room, head through the door on the left.

You will find an elevator here. This will take us back to Dairon, but in a new location. There's still some loot to be had here and an EMMI to get rid of, but we'll save that for a bit later. For now, hop elevator to head back down to [Dairon](#).

Dairon - Fifth Visit

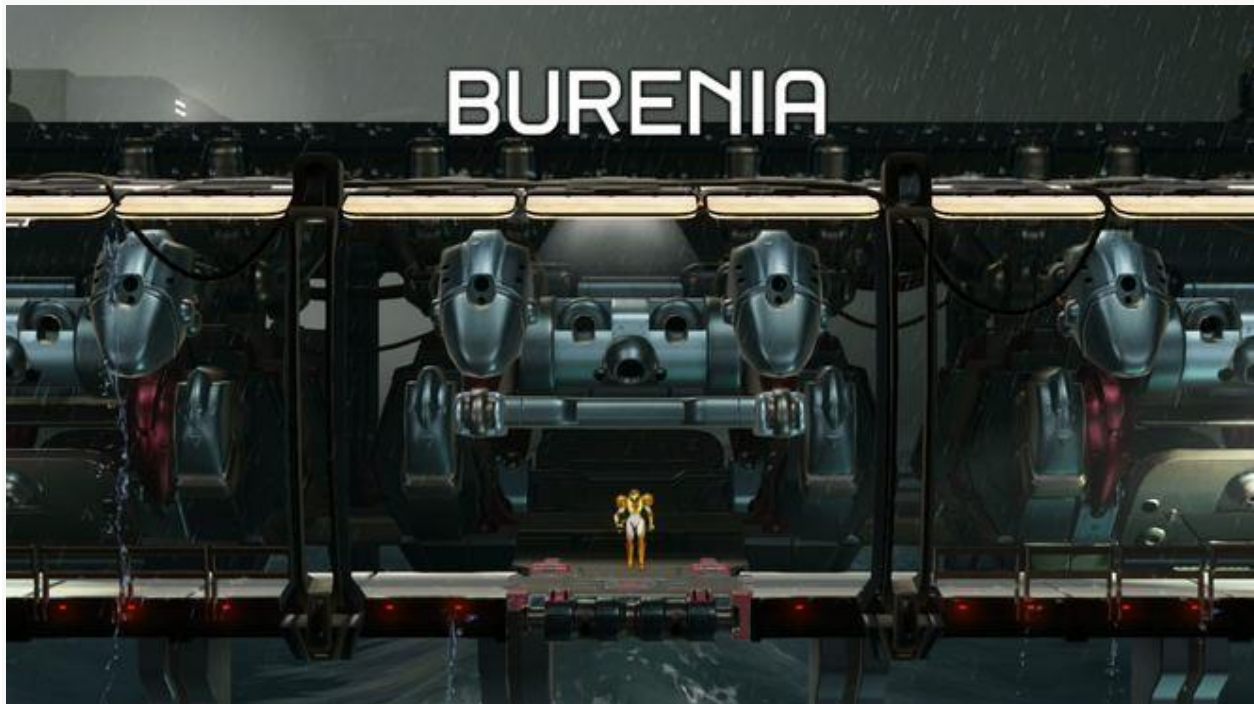
Yep, you guessed it - Dairon again! It just the place we can't stay away from. Fortunately, this is going to be another quick stop! We're going to be heading back to Burenia, and Dairon is the place we need to go through to reach it.

Upon arrival, head through the door on the right to reach a new **Network Station**. Here Adam will give you a bit of a debrief on what transpired on Ferenia and what your new objectives will be. He'll let you know that a new path has opened up in Burenia, which is our next destination.

Our only goal here is to head on through the area to the far left where we can take one of the two transports, we have unlocked to reach the Burenia zone. We recommend the higher of the two, but either one will serve the purpose.

When you arrive, its time to explore [Burenia](#) once again.

Burenia - Second Visit



We're back in lovely, rainy Burenia once again... and that storm is still going on! This time around we'll be staying high and dry for the most part as we'll be exploring the new area that has been opened up as hinted at by ADAM at our previous Network Station briefing.

Upon arriving at Burenia, make your way to the area where we found the fan which prevented us from picking up the **Energy Part** upgrade earlier. With Samus's Speed Booster ability we can now grab this.



You can also use the Speed Booster to jump to the ledge above the fan, continue to the left and [bust](#) through the Speed Booster blocks at the end to create a shortcut to the next room.

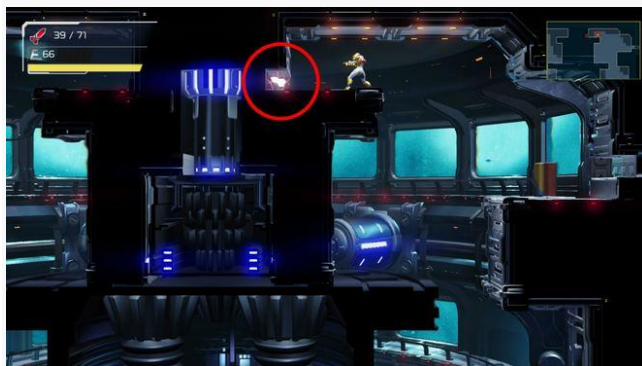
Enter the door here to revisit the control centre - head past the Bee and the Sentry Laser and climb to the room above. Here you will find things look a bit different from our previous visit - there will now be two Morph Ball paths at the top of the room, one on the left and the other on the right.

This room is home to Vortex barnacles, Floating Slugs and a new type of enemy - Poison Volcano Slug.

New Enemy: Poison Volcano Slug

Much like the Volcano Slugs we've encountered previously, these things will move up and down walls and across platforms. They won't attack Samus directly but will instead fire off an unending barrage of poisonous projectiles that can be tricky to avoid. These will also explode on contact with ground, creating a residual gas that will stay in place for a short time, damaging Samus if she steps in it.

In the upper control room, we want to take the right-hand Morph Ball tunnel first and climb to the top of the room - you'll need to use the Flash Shift to reach the uppermost platform at the centre of the room. Once up, shoot a Missile at the central structure at ground level to find a **Missile Tank** upgrade.



Take the left-hand Morph Ball path and use the door you come across to reach a **Map Station**. Interact with this to go ahead and flesh out Samus's Burenia map. Proceed out the left-hand door to keep exploring.

Following the Map Station, you'll immediately encounter a new type of Water Lizard.

New Enemy: Water Lizard Belcher

These things look quite similar to the Water Lizards that we faced earlier in Burenia, they are a little extra tentacly (I know it's not a real word, but it should be!) and have a large glowing abdomen. Just like them, these enemies will not actually attack Samus directly. Instead, they will open their mouths and fire a large green projectile, which they will do repeatedly and with a pretty good degree of accuracy. We can melee counter these fellows - we just need to hit him with it just as it opens its mouth.

After dealing with the first Water Lizard, we can pull out the Grapple block below its location to create a shortcut to the Ammo [Recharge](#) Station we spotted earlier. To continue, we need to climb to the top of the room.

When you arrive at the Grapple door, look above it to spot a Spider Wall and a yellow plate. Climb up onto the Spider Wall and target the left-hand wall with a Missile. There is a weak block that we can destroy. Jump and then Flash Shift over the yellow pad to reach it. Proceed inside the small room here to find a **Missile+ Tank**.



Proceed through the Grapple door to continue.

[Head](#) to the right, and through a pair of rooms with Sentry Lasers on the roof and Grapple beam the door at the far end to find yourself in an outside area.

Make your way through this area, avoiding/killing the Poison Volcano Slugs, Purple Oozes and Water Lizards as you go. In the lower, left of this room there is a Grapple block we can remove to create a shortcut back to the room before the Map Station. In the upper section of the room there's an **Energy Recharge Station** on the right and another Sentry Laser guarding the Morph Ball path to the left.

Enter the Morph Ball path here and roll all the way back to the far side of the central structure.

The next room is quite a vertical one occupied by numerous Water Lizards (of both varieties), a Poison Volcano Slug and at least two Purple Oozes. Be careful as you ascend! We will need to use our Grapple Beam to hit the Spider Walls and then use the grapple points on the ceiling to reach the door in the upper right.



Once you arrive, you'll find yourself face to face with one of those odd-shaped door coverings which will attempt to grab you. Use your standard attacks to pry it off the door and continue inside. Follow the Morph Ball track to the end to fall through the floor and start a boss fight.

BOSS FIGHT: DROGYGA

This boss is a large underwater creature that features an abundance of tentacles and a hard, armored ring of growths surrounding its glowing pink heart... which happens to be its weak spot. This boss fight starts underwater and as such, Samus's movement speed will be inhibited quite a bit. As such, learning the timing of the boss's moves and when to jump to avoid them is important!

The boss has a couple of moves - initially it will use a pair of tentacles and attempt to swipe at Samus one after the other. These are easy enough to [jump](#) over once you have seen them once or twice.

It will also lob a set of three orbs - two of these will be green (these can be destroyed for items) and one red (indestructible). These will slowly drop down through the water and their path is somewhat meandering and random, which is annoying. We will want to try and avoid touching them (shooting one of the green ones and standing where it was falling should work) as they cause quite a bit of damage. As the fight progresses, the makeup of this attack will also change up to have two red and a green, making it a little trickier to avoid them.

After damaging the boss a little, it will gain another attack in which it gathers three tentacles together and then launches them sideways all at once at relatively high speed. This can be hard to time but jumping at the right time will get you over the attack.

The key to damaging this boss is to keep pressure on the tentacle that the boss has inserted into the ceiling. We need to dislodge this to restore power to the room. Once the upper tentacle is disengaged, a pair of switches will appear on either side of the room. Shoot the first quickly to lower the [water](#) halfway, then use the moving Spider Wall lift on the ceiling to reach the other side. Shoot the second switch on the far wall to completely drain the room of water.

Draining the room will have the boss expose its heart for a short time - shoot as many Missiles into it as you can before it closes up again. During this time, it will attempt to hit you with a tentacle, which you can melee counter, if you get your timing right, to inflict quite a bit more damage and to keep the core open a little longer.

After a short time, the boss will cover its heart again and fill the room back up with water. We just need to repeat the above cycle until a scene plays to end the fight.

After dispatching the boss and not gaining a new ability (sad face), move into the centre of the room to drop through the floor. Continue through the Morph ball path to reach a room below.

In this room, the platform above the water will crumble as soon as you step on it, so use the grapple points on the ceiling to swing all the way across to the right. Note that there is a Missile Tank down in the water below, but we won't be able to grab it as yet. Slide through the gap on the right wall.

In this next room you can shoot out the red blob on the right-hand wall to create a shortcut to the **Energy Recharge Station** we saw earlier. To proceed we will need to climb up this room with the help of our Grapple beam and the Spider Walls. There are a couple of Bees along the way, so be careful as they will knock you off the walls.

At the top, we can head through the door for a **Save Station**. Just before the door there is a red blob that we can destroy allowing us to access a new elevator to a new area.

There's nothing further that we can do in Burenia for the moment, but we'll be back later to deal with the EMMI and to find the rest of Samus's upgrades. For now, hop on the transporter and shuttle on over to the next zone - [Ghavoran](#).

Ghavoran



Upon arriving at Ghavoran we'll find a lush habitat complete with fauna wandering around (albeit briefly) and the zone in general resembles a forest of sorts... something different, nice! You'll find a door on the

left with a green shield that we can't open just yet so head on over to the right first and use your Grapple Beam to remove the block from the wall. Roll on through the [Morph](#) Ball path to proceed.

In the next room, make your way up the Spider Walls to reach a grapple block above. Pull this out of the way to continue. It was blocking a pair of Morph Ball passages. The lower path leads to a **Total Recharge Station** and a door to nowhere. The upper path has a green, locked door on the right, the path forward to the left and a pair of new enemies.

New Enemy: Spider

The Spiders are Ghavoran's equivalent of the Mutants from Dairon or the Armored Squids from Burenia. These fellows will crawl back and forth along a designated patrol route and will attack Samus when she comes into range. This leaves them open to a melee counter, which is the easiest way to kill them, although Missiles and Charge Beam shots work too.

New Enemy: Tongue Barnacle

These small, shell-like creatures will patrol up and down and across walls and ceilings. They will use their long tongues to try and hit Samus from a pretty decent range. Again, missiles and Charge Shots work wonders, but by far the most effective way to deal with them is the melee counter.

Proceed through the door in the upper left to continue. A short walk into this room, a brief scene will play, and you'll find yourself in another boss fight.

BOSS FIGHT: ROBOT CHOZO SOLDIER

That fellow you beat on Ferania is back, or a copy of him perhaps. Anyway, it acts in essentially the same manner as it did previously. If you remember, he's very quick, can dash about and has a blaster which he can fire in short three round bursts or charge up and like Samus's Charge Beam. He also comes equipped with an energy blade which he'll use to inflict a tonne of damage.

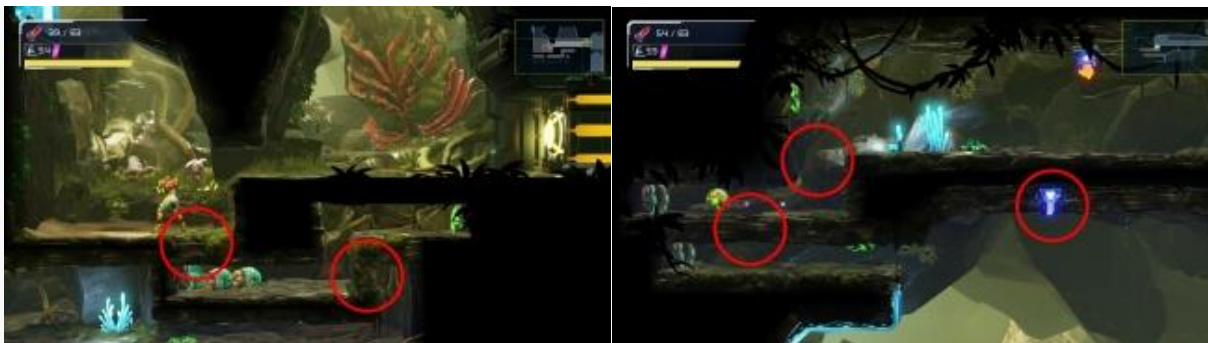
The big change to this fight is the [room](#) in which you fight him. This time around things are a lot more cramped, which limits your movements somewhat. However the same tactics that we used previously are still viable here.

The boss will constantly move towards Samus's position, shooting from range before quickly closing in and attempting to use his sword with a lunging slash attack. He has two types of sword attacks which can be identified by the colour of his blade as he charges up - the blue attacks can be melee countered, whereas the pink attacks cannot. They both deal a ton of damage, with the pink being worse all round.

To fight this boss, it is best to stay mobile. Get as far away from him as you can, turn and launch missiles at him constantly, whilst jumping over or ducking under his blaster attacks. When he closes in on your position, wait for him to charge up a melee attack and then jump and Flash Shift over his head. Doing so will avoid the attack. Run away, turn around and start unloading missiles once again. Rinse and repeat until he falls.

After defeating the Robot Chozo Soldier, head through the door on the left.

As you enter the next room, look below the entrance to see a series of Morph Ball paths inhabited by marching bugs. Use Morph Ball bombs on the left-hand side of the tunnel to drop down inside. Bomb the next wall to reach the area below. Kill/bypass the Laser Sentry on the roof and Morph Ball bomb the far wall to find more tunnels below. Bomb your way through here until you can target a grapple point. Swing across the top of this room to find a **Missile Tank**.



Return to the room following the boss. Use the Spider Wall on the left. Whilst on this, look up to spot a new type of enemy - [Bug Swarm](#).

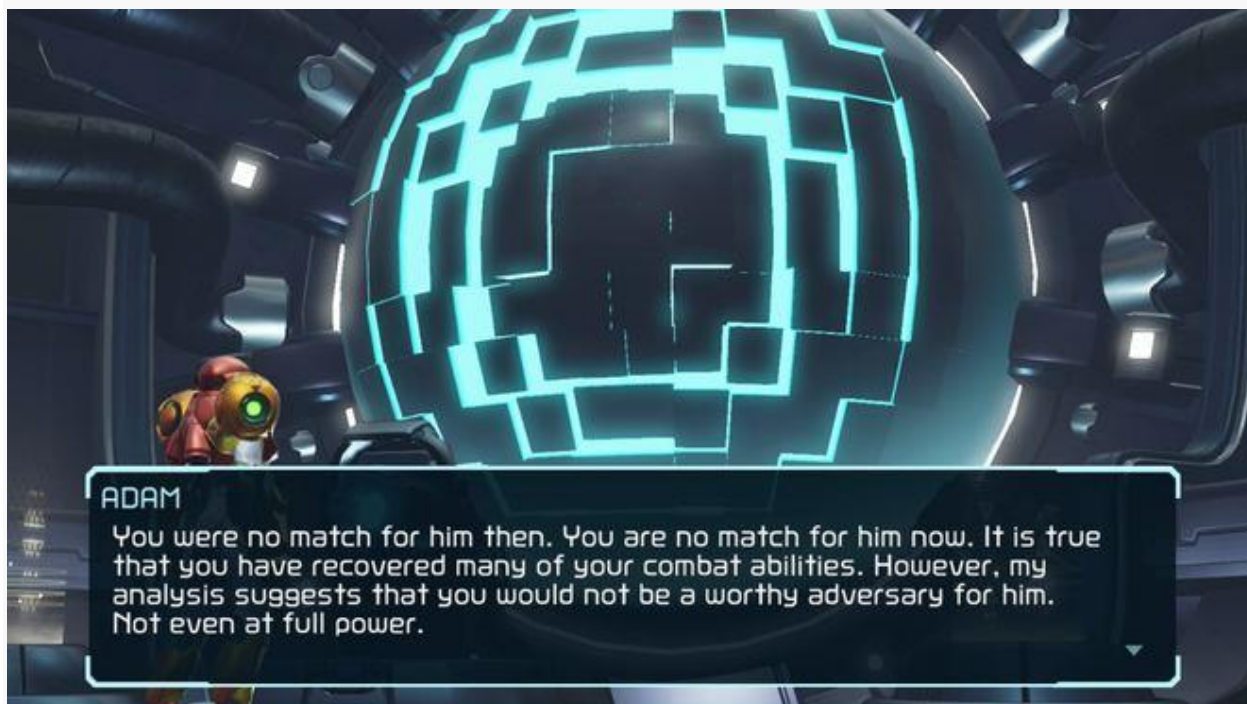
New Enemy: Bug Swarm

These Bug Swarms are a lot more intense than the smaller ones that we have encountered previously. They are quite large and will approach and engulf Samus if she gets too close to them, inflicting constant damage. They can also knock you off the Spider Walls, so you want to take your time to clear them out when there is climbing to be done!

After clearing the Bug Swarm, continue upwards. Watch out for the Tongue Barnacle on the right-hand wall. At the top of this room, you will find a door to the EMMI area.

This place is devoid of life, which is great - no EMMI chasing us for the moment - huzzah! Make your way down to the lower right of the area and the only door that we can open at this stage. As you go, the eagle eyed among you will probably be able to wrap your peepers around the blue EMMI frozen in place.

Exit the EMMI area into a large open room. Destroy the large fleshy creature here and the Bug Swarm overhead. Continue through the next door to find a **Network Station**.



In the next room you'll find weird flaming plant-like growth blocking the path in the upper left. We can't get rid of that for the moment, so we'll need to head downwards. You'll step on a green platform

, and it will flip upwards when you reach the left side, preventing you from backtracking. As there is nowhere else we can go for the moment, continue through the Morph Ball tunnel on the left. We'll arrive in a small C-shaped platform. Jump and hang from the Spider Wall on the roof to have this platform lower, allowing you access to a second Morph Ball path below and on the right.

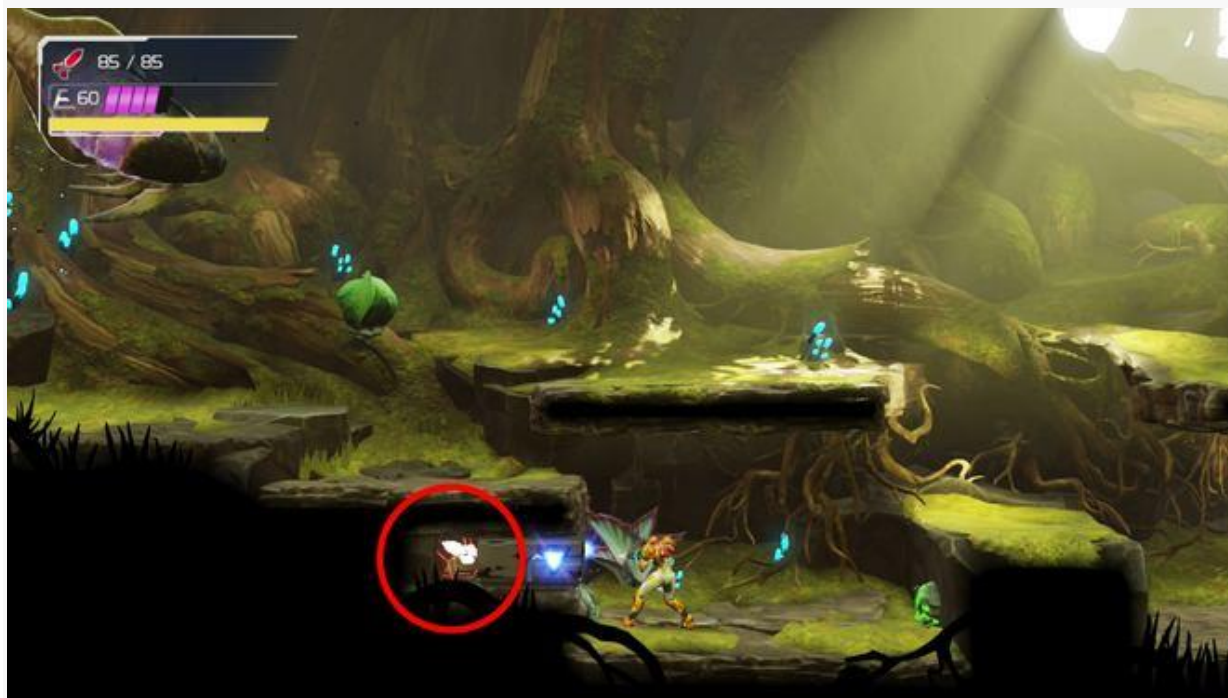
In the next room you'll see a Missile+ Tank below, but the path to that lies in a separate room. Head right, and enter the next crawlspace on the right side of the room, just past the Spider and Tongue Barnacle to reach the next area.

When you arrive, you'll see a door on your left and a new enemy type - a Disco Whale.

New Enemy: Disco Whale

These are large whale like creatures that will float around an area in a patrol pattern - yep, that's right flying whales! They will not attack Samus directly, but they emit a large beam of purple light from their underside that is highly damaging. You'll want to stand beneath platforms for shelter or simply just kill the thing with a tonne of Super Missiles (you'll probably get all of them back) to make things easier on yourself.

Before heading too far into this room, make your way over to the first platform ahead and drop beneath it. Here there will be a Grapple block that we can pull out for a **Missile Tank**.



This room eventually leads to an elevator leading to Dairon, but we don't really want to go there now. Return to where we dropped into the room and head through the door below our [entry point](#).

In this room, there will be two Tongue Barnacles on the roof and a green door that we cannot open just yet. In the lower left, use a Morph Ball bomb to find a small gap that we can use to reach a larger room below. Here you'll find another new enemy type - Armored Beetle.

New Enemy: Armored Beetle

These large Armored Beetles often fly around the room in a set pattern until they spot Samus at which point they charge up and launch themselves at her. The charge is a fairly easy mark and leaves them

highly vulnerable to melee counters, which coincidentally is the easiest way to kill them... Although the traditional blaster, missiles and charge shots work as well.

After dispatching the Armored Beetle, open the Missile Door on the left. Continue inside to find a Chozo Statue holding the **Super Missile** upgrade.



SUPER MISSILE

The Super Missile is in essence a stronger version of the standard missile, hence the 'super'! The good news is they completely replace the standard Missile, so all your Missiles going forward will be super and thus inflict extra damage, which is well, super! As they replace the Missiles, they are used in the same way. They can also be used to knock down the green Super Missile doors.

Return to the previous room and climb back up to the upper section. With the Super Missiles now in your possession, we can destroy the green cover on the door to the left.

Move through this room (and the Tongue Barnacles on the roof) to reach a **Total Recharge Station** that we found earlier.

Before continuing, there is a tough, but worthwhile Missile+ Tank to be found nearby. From the Total Recharge Station shoot open the door to the pervious room and build up a Speed Boost. Use a Shinespark launch on the far right of this room to launch up to a small Morph Ball path above. Follow this to the end to grab the **Missile+ Tank**.



From the **Total Recharge Station**, climb upwards. In the upper, right of this area there is a Super Missile door that we can break open.

Once inside, clear the Bug Swarm above and use the Spider Wall to reach the Morph Ball slot on the right - you'll note that this puts us on top of the C-shaped platform we lowered earlier. Use the Morph Ball Launcher here to reach the room to the right. Shoot the Super Missile Door you land next to and head on in.

This room is a large one packed with quite a few different enemy types including Spiders, Tounge Barnacles, a Bug Swarm and a Disco Whale. Use your Grapple Beam on the door on the far right to reach a tram station leading to another area.

Before using the tram here, there is one more Missile Tank to be had. Inside the tram room, face the Grapple door and stand as far back from it as you can, whilst still being able to shoot it. Open the door and then trigger a Speed Booster. Run through the door and hop across the top of the platforms in the previous room to hit the wall above the door on the far right, revealing a sneaky **Missile Tank**.



With all that done, there's nothing further for us here for the moment, but we'll be back later to deal with the EMMI and to find the rest of Samus's [upgrades](#). For now, hop on the transporter and shuttle on over to the next zone - [Elun](#).

Elun



Elun, as with Ferenia appears to be some form of abandoned Chozo temple/palace. It only comprises a very small part of the world map, but it features some mighty important events [story](#) wise and a nice upgrade, so look forward to both some exciting story revelations and some fancy new gear to add to Samus's burgeoning arsenal.

After arriving, make your way through the door to the right to reach a **Save Station**. Continue out the next door and run to the right. As you reach the door here, a scene will play in which Samus is ushered inside.



When you regain control, head to the right and you'll find a new type of green door that we can't open just yet. Use Morph Ball bombs to blow open a weak section of floor and drop down to the area below. Repeat the process one more time to reach a second sub-floor with a Morph Ball Launcher - use this to continue.

At the far end, shoot the red blob above. There is another inaccessible green door on the right here, so we'll need to climb the room. In the upper left there is an **Ammo Recharge Station**. In the upper right, a path leading up to a door that we can open. Head on through. A scene will play.

Following the scene, we'll be face to face with a new enemy - an X-Parasite Mimic.

New Enemy: X-Parasite Mimic

X-Parasites will use the black goop on the ground found throughout Elun (and other maps now) to assume the form of a Chozo Soldier, or imitating enemies that we have previously encountered, although in a slick blacky **colour**. Destroying these imitations will have the X-Parasite revert to its natural form. Samus can absorb these to restore Missiles and Energy.

The Chozo Soldier variants will patrol back and forth on the platform they are placed. Upon noticing Samus, they will move towards her and attempt a lunging swipe attack. This attack can be melee countered.

After the first X-Parasite Chozo Soldier you'll find other X-Parasites imitating other enemies that we have encountered previously. Further down this room you'll find a pair of Laser Sentry variants, with a Morph Ball bombable floor between them. Cruise through the door in the lower right to continue.

In this next room, you'll see a small Morph Ball tunnel in the upper right, this leads to an Energy Recharge Station. Descend the room here, dispatching the X-Parasite Chozo Soldiers and the Purple Ooze imitation - be careful of these - they will electrify surfaces they land on. Note the fan on the way down. We'll use that shortly!

At the bottom, if you shoot a Missile directly upwards from the left-hand corner, you'll find some destructible **Speed** Booster blocks. Make your way back up to the fan and use the Speed Booster to trigger a Shinespark. Quickly run down to the area below the blocks and use the Shinespark to launch upwards and through them. In the small area here you will find a **Missile Tank**.



Enter the Morph Ball tunnel in the lower right of the room and use the Morph Ball Launcher inside. At the far end, you'll find yourself face to face with a Missile door. Move inside and destroy the blocks above. Climb up into the upper room to find a Chozo Statue holding a new upgrade - **Plasma Beam**.



PLASMA BEAM

The Plasma Beam replaces Samus's standard beam attack and will do so with an increase to the damage it inflicts and a nice colour change to a shade of green. The Plasma Beam can shoot through enemies, allowing you to hit multiple targets at once if they are lined up and allows you to target and damage robotic enemies with the standard shot, we no longer need to charge. The Plasma Beam will also allow you to open the Plasma Beam doors - the strange green doors we've been seeing throughout Elun thus far.

Use the Plasma Beam to exit the room.

We'll arrive back in the room with the **Ammo Recharge Station** we explored earlier. This time around though, there will be Autsharps around as well as several X-Parasites imitating Laser Sentries and Purple Oozes. Climb back up and take the door to the right, to where we encountered our first X-Parasite. We can now use the Plasma Beam to open the door on the right side of this room.

Inside, you will find several X-Parasites imitating Laser Sentries and at least one imitating a Purple Ooze. There is a [Grapple](#) box in the wall on the right, but it can only be accessed from the other side of the wall.

Climb the Spider Wall here and make your way over to the left. Follow the path down to find one of those odd-shaped door coverings which will attempt to grab you. Use your standard tactics to remove it from the door and continue inside.

Doing so will have a cut-scene play, followed by a boss fight.

BOSS FIGHT: CHOZO SOLDIER

The Chozo Soldier is armed with a large spear which he'll use throughout the fight (unlike the pesky robot who had the blaster!). It is quite aggressive and much like the previous Robot Chozo Soldier boss, will constantly move towards Samus.

Initially it has a couple of attacks - it will either twirl its spear around its head (that's your warning!) followed by a lunging stab, or alternatively will jump to one of the arena walls and then try to land on Samus. We can avoid the former by Flash Shifting over his head as soon as we see the twirl, or for the latter dodging to the side when he jumps from the wall.

Our goal throughout the fight is to simply dodge the attacks either using the Flash Shift or a well-timed slide before running to the far side of the room and launching Missiles/Charged Shots at the boss until he reaches your position and attacks. Avoid this and repeat the process.

Midway through the fight a [scene](#) will play showing the boss powering up a little and getting angry. All that really changes however is that when he jumps down from the wall, he'll also trigger a small shockwave that runs along the ground outwards from the impact point. Jump this and you're sweet!

The same strategy as above works well here, so keep plugging away at him. Eventually, a brief QTE scene will play, and we'll need to hit the melee counter button twice when you see the tell-tale flash. Successfully hitting both will end the fight. If you fail one, you'll need to keep fighting a bit longer to trigger the QTE once again.

Following the fight, exit the left-hand door. As you do, if you look above, you should be able to spy an Energy Tank. To get this, return to the boss room and stand on the far, right. Shoot the left-hand door and use the Speed Booster as you pass through the door. Trigger a Shinespark when you can and drop off the edge of the platform. From the bottom, use the Shinespark to launch yourself up through some breakable blocks to the small vent with the **Energy Tank**.



With all of that done, drop down to the room below to find yourself back at the entrance. Proceed to the left for yet another scene. It looks like by breaching this facility, we let all of the X-Parasites go... whoopsie doodle!

Cross the bridge, watching out for the X-Parasite Mimics as you go. Head on through the Save Station and take the shuttle back to [Ghavoran](#).

Ghavoran - Second Visit



As soon as we re-enter the Ghavoran zone we'll get a little cutscene where we see an X infect a little someone. Yep, he's activated the EMMIs again so we're not safe now. Oh well, I guess we saw this coming a mile away, huh?

When you regain control, head inside and you'll see that the X are starting to invade the enemies around here. They're actually invading every single enemy in the game. Some of them will be upgraded enemies, and some will remain the same. In here you'll see right away that the Spider will transform and go from an orange-ish color to a blue/purple color.

All of the enemies from here on out (the ones that have been recolored thanks to the X) will be extremely aggressive so be very careful when you approach them. You'll have to take the game a bit slower until we find an upgrade for our suit.

As you kill enemies they will release X parasites. These will float around and sometimes fly away to infect another enemy, or basically create one from nothing. Make sure to get close to them when you kill enemies to see if you can absorb them. You don't want them to spawn more enemies.

With those notes out of the way, make your way left and head to the Network Station. Talk to Adam in here and he'll tell us basically what we already know: you can absorb the X. Neat.

Leave the save room from the left side and enter the EMMI area. Remember that the EMMI is awake and roaming around.

The EMMI should be nearby as you enter. This one is light blue in color and can freeze you if it looks at you. It's very annoying because if it manages to freeze you it's basically game over, unless you're good enough to get away from it.

From the entrance simply head up and you should see a Plasma Beam door (with the green bubble). Shoot it to destroy it and proceed inside. We've got water in here. It's probably the worst thing you can have in an EMMI chase. Here you want to go right and then leave this place. It was a very short one, but don't worry, we'll be back soon.

In here you'll need to go up using the spider wall, but before we do break the lower right corner and you'll find a Missile Tank that you can't get yet, but it's worth coming in here to put the mark on the map.



Return and go up now being careful of the bugs coming out of the wall (there's a spot in the middle you can blast with a bomb) and at the top go right first to find the **Map Station** of the zone. This fleshes out the map quite a bit, and you'll see most of what we have left is above us.

Return back outside and go left blowing the little hole and into another EMMI zone (told you we were gonna be back soon).

Back inside we'll be in the same room as the last one, only that on higher ground. Use the spider ceiling to go left and in the next room (it's a long vertical shaft) head to the very top where you'll find the exit on the left side. Yep, quick one again.

Out here we'll drop into a little bit of water. Ignore the path on the left side and use the middle path going up and back into the EMMI zone.

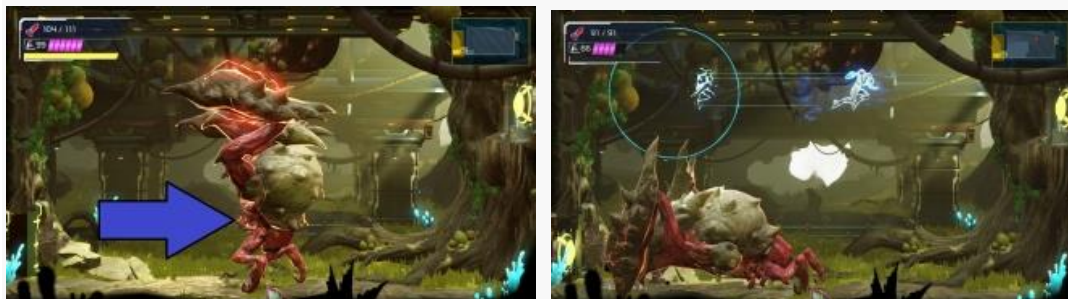
As we enter we'll have 2 doors. Both the top and the grapple door lead to the same room so use whichever you feel is safest. Do note that the EMMI cannot go through grapple doors so the only way for it to get in this room is the top door. That's good to know. The room to the right has water (shocker) so head right and into the next room. Here simply jump over the water and get out.

We are in a long vertical room. Simply walk off the edge and head to the very bottom. Yeah, my heart dropped when this happened. At the bottom, if you go left you'll see one of those fiery plants that prevent you from going through. The only way for us is up! Note that you can use the red plants you see as platforms to go up. They disappear after 2-3 seconds so you have to be quick. From the bottom you'll have to wall kick the left wall to get up on them.



You can also grapple towards the spider walls if you're having trouble. As you go up you'll see a Plasma Beam door on the right. Blast it open and enter the **Save Room**. Save up your game and go right out of here.

In this room, do you remember the small Muzby enemy from the beginning of the game? Well, here we have its gigantic version. They attack exactly the same, by raising its claws and slamming them in the ground, but these cannot be countered due to its size. Also, its weak spot is its belly, so when it stands to slam the ground, shoot a couple of missiles and jump out of the slam attack. If you are having trouble, you can also wall jump and then Air Dash over the enemies head and shoot it in the back, whilst not as good as hitting it in the stomach, you can still inflict meaningful damage this way.



After dealing with this guy, go through the door in the upper right. In here you cannot go up the left side thanks to the floor disappearing. Hmm. Instead follow the right side and use the **Full Refill Station** at the top, then break through the missile door above.

Follow the tight vent here and at the end you can go up for an **Energy Refill Station** and another fiery plant that prevents us from moving forward. Instead drop down into the water. Go right through the hole and use the Morph Ball Launcher to reach a Chozo Statue that has the ability **Spin Boost**.



SPIN BOOST

This is our double jump in the game, which is quite nice. Do note that you need to be **spinning** in order to double jump - which means you have to be moving sideways! Also we recommend that you try to do your double jump at the top of the first jump for maximum height and better results!

Also, big note that you cannot use this underwater. Well, technically you can but you cannot gain height from using it. You'll be using it mostly to move horizontally just a tiny bit further in order to reach new areas.

Use your newly obtained double jump to get out of here and return to the room with the **Full Refill Station**. Remember that at the bottom we couldn't go up the left path? With our double jump we can now reach the red platform above the disappearing platform to reach a door above. You'll see 5 green buttons on the wall and ceiling. Shooting one of them will turn it red, but you need to hit them all at the same time. Yep, we cannot do anything with these right now.

Instead, head left through the door and drop down to trigger a fight against another Chozo Soldier (the one with a spear). The fight is the exact same thing as before so I'll copy/paste the same strategy below if you need it.

BOSS FIGHT: CHOZO SOLDIER

The Chozo Soldier is armed with a large spear which he'll use throughout the fight (unlike the pesky robot who had the blaster!). It is quite aggressive and much like the previous Robot Chozo Soldier boss, will constantly move towards Samus.

Initially it has a couple of attacks - it will either twirl its spear around its head (that's your warning!) followed by a lunging stab, or alternatively will jump to one of the arena walls and then try to land on Samus. We can avoid the former by Flash Shifting over his head as soon as we see the twirl, or for the latter dodging to the side when he jumps from the wall.

Our goal throughout the fight is to simply dodge the attacks either using the Flash Shift or a well-timed slide before running to the far side of the room and launching Missiles/Charged Shots at the boss until he reaches your position and attacks. Avoid this and repeat the process.

Midway through the fight a scene will play showing the boss powering up a little and getting angry. All that really changes however is that when he jumps down from the wall, he'll also trigger a small shockwave that runs along the ground outwards from the impact point. Jump this and you're sweet!

The same strategy as above works well here, so keep plugging away at him. Eventually, a brief QTE scene will play, and we'll need to hit the melee counter button twice when you see the tell-tale flash. Successfully hitting both will end the fight. If you fail one, you'll need to keep fighting a bit longer to trigger the QTE once again.

Afterwards, go ahead and save your game to the left, then proceed to the large vertical room. In here you'll need to use the red platforms to make your way up. Note the **Grapple Point** on the left side. We'll be coming back to break it open once we've taken care of the EMMI. At the top use the double jump to jump left and back into the EMMI zone.

This is a very simple run. We simply need to cross the entire area and go to the left exit. In the second room you'll want to use the spider walls/ceilings to get across due to the water. After that simply go left and exit the zone.

Back out here we can finally go up the left side (use your double jump in the water from the ledge). Make your way up the lichen structures (be careful of the Armored Beetle) and at the top we'll enter the EMMI zone one more time.

This is the big EMMI area and as soon as you drop down you won't be able to come back out so be ready. Prepare yourself mentally (I say this because these areas stress me so much ha!) and drop down.

In this first room head to the right and slide through the hole below the door to reach the next area where you'll drop down immediately. Down here simply enter the room on the left and you'll find another eyeball!

Once again, we're up against one of those Eyeball enemies. It's still the same thing as before! Since we now have upgrades missiles, I recommend you spam your missiles to take care of this thing ASAP.

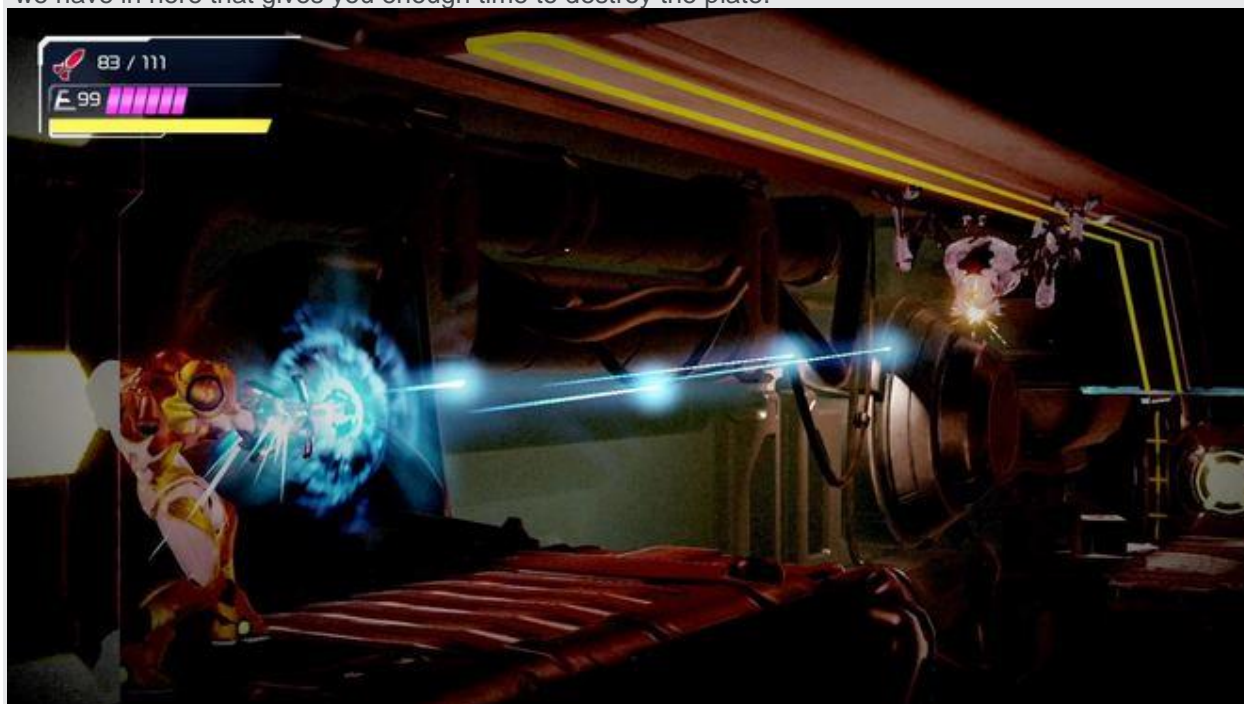
Note that the little turrets shoot a bit faster, but nothing you cannot handle. When you destroy the Eyeball's armor the turrets will actually shoot real fast so be extra careful. Don't stay in one place for too long.

After the fight we'll be getting the Omega Cannon once again. You remember how it works? Hold **L** to aim and **Y** to start shooting. This is to destroy the plating protecting the weak point. After that once again hold **L** to aim, then hold **R** to charge the beam, and once charged shoot it.

With that, head outside and we'll now need to find a place with a long platform so we can destroy that plate. For this we recommend you head to the top of the area. To get here head right to get up top. Here wait for the EMMI to get near you and then use the lift to quickly move to the other side of the room.



Doing this will make the EMMI walk towards you using the ceiling. This is the longest platform we have in here that gives you enough time to destroy the plate.



Killing the EMMI will net us a new ability, the **Ice Missiles**.

ICE MISSILES

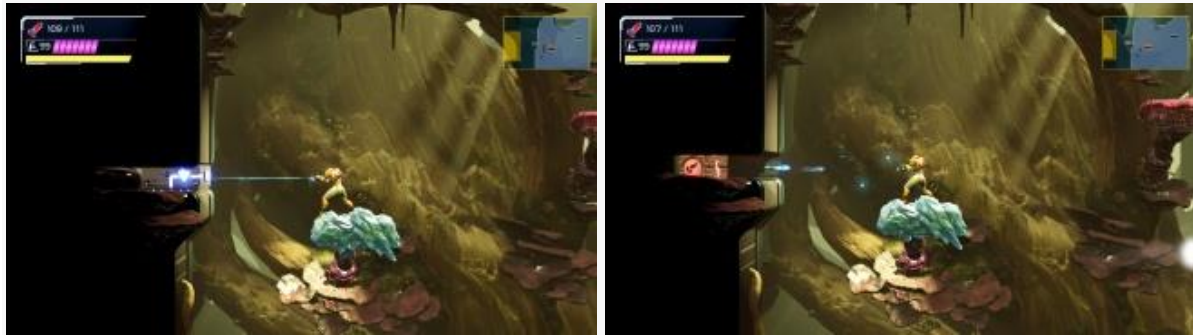
Basically an upgrade to our Super Missiles. As you may have guessed by now, these allow you to freeze enemies, allowing you to step on them, and also using your melee attack to smash them. Pretty nice. Some of the bigger enemies need 2-3 missiles to get frozen, but you can still do it.

Another thing you can do with these Ice Missiles, and something MUCH more important, is that you can finally destroy those fiery plants that have been blocking your way. FINALLY!

And with that, of course, there's a whole bunch of areas we can now visit. Start by moving to the little room to the right of this big one and you can now slide through the hole and exit the EMMI zone.

We are above the long vertical room from before. Use the **Missile Refill Station** and head down to find a fiery plant you can freeze and destroy. Do so and head back down. Remember that grapple point from before that's on the left side? We can now get it. You just need to freeze that plant platform that's in front of it so it can stay here long enough for you to pull the grapple point.

After doing so, quickly shoot a missile in there to reveal an **Energy Part**. Great.



While you're here, you might go to the bottom and destroy the fiery plant down here (which is actually called **Enky** now that we can see its name).

Head to the top now (where the **Missile Refill Station** is) and destroy the Enky above it. Behind it you can find an **Energy Tank** out in the open. Just like that, neat!




Head up and you'll eventually find a grapple door. Go through it and here you'll see a Missile Tank on the right we cannot get just yet. Instead Morph Ball and go under the door to fall down. We have a tiny scene and we'll get a new ability, **Pulse Radar**.



PULSE RADAR

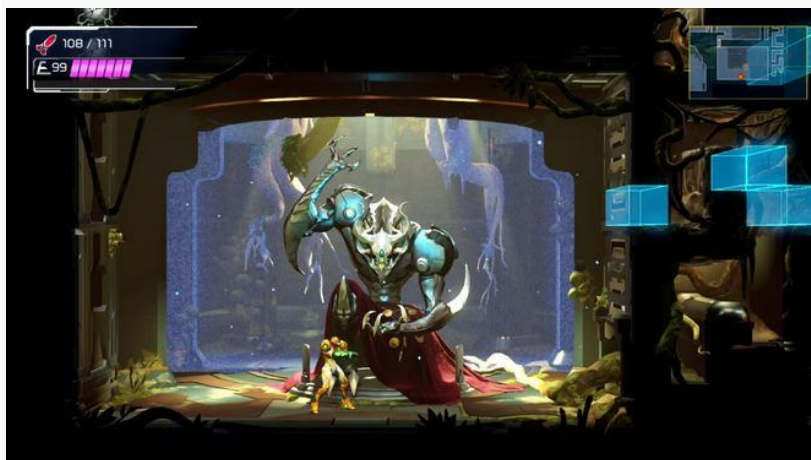
This is one of the best abilities we could find, especially if you're going for 100% [Item](#) Completion.

You activate the Pulse Radar by holding . It uses all of your Aeion gauge, but it releases a couple of pulses that scan the area around you. If it detects any blocks you can break. These will have a light blue glow.

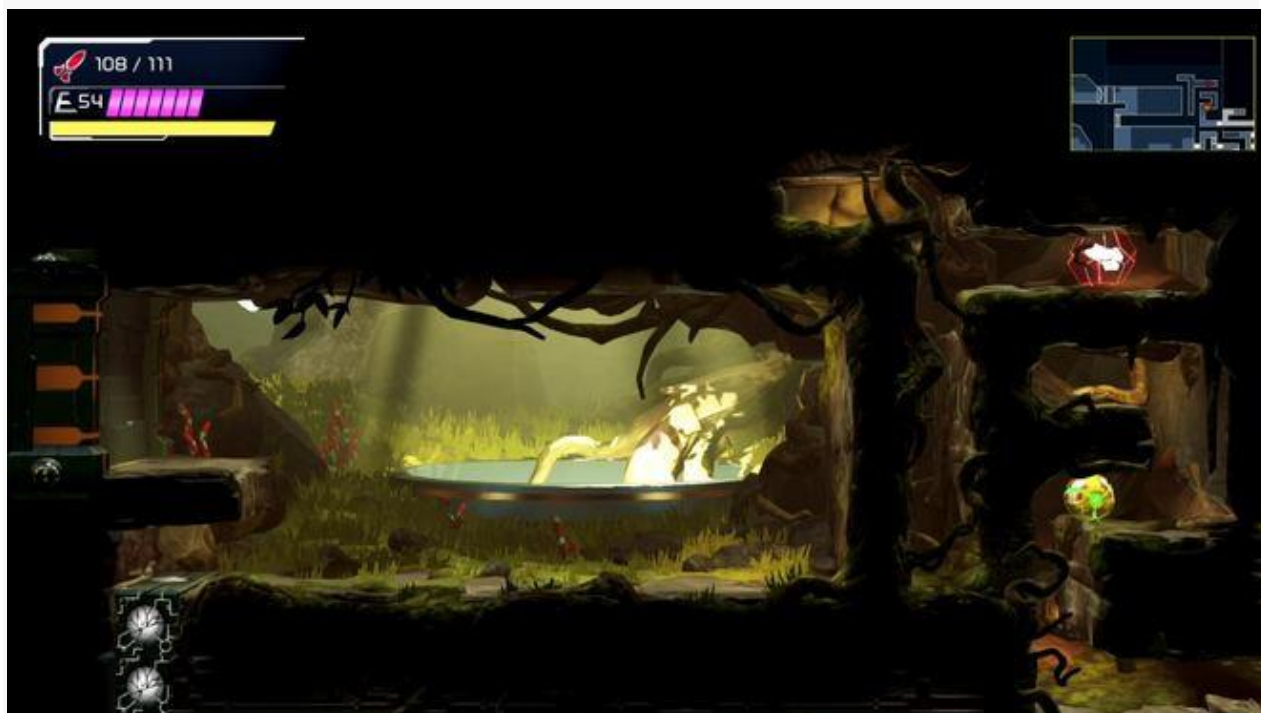
Another good thing the game doesn't tell you is that if the scan detects a block it'll make a little **beeping** sound. If you don't hear it then you don't really need to look around and see if there's one or not.

Another note, the pulses will go on for a couple of seconds and you can move around and scan more than one screen, making it super useful when item hunting.

With that being said, scan the area here and you'll see several blocks you can destroy on the right side.



Go through them and right into the next room to find a whole series of tunnels. Use your scan to spot the breakable blocks and head up first. Break the top block leading left into the [previous](#) room where you can now get the **Missile Tank** we previously saw.



Return to the previous room (with all the tunnels and start making your way down, but be careful of the bugs moving throughout. You'll find a Missile Tank on the right we cannot get yet and at the bottom destroy the Enky and move left to the **Energy Refill Station**.

We've been here before! Head down and follow the Morph Ball path to the right (don't go in the water). You'll reach the **Full Refill Station** and an Enky. Destroy it and now pull the grapple block to make our path! Destroy the second Enky and move forward to find our transporter that'll take us to our next destination, back to [Ferenia](#). See y'all there!

Ferenia - Second Visit



We're back in this fancy pants area! As you head right you'll see just how big and majestic this place is. Inside, head right and you can scan the area to see several blocks above you. We cannot go through these right now thanks to the disappearing blocks. We'll be coming back later. Instead simply proceed right into the next room.

In here, if you stay near the door you'll spot a new enemy, the Shield [Bug](#).

New Enemy: Shield Bug

These guys don't do much. They are usually near doors and when you approach them they'll scurry quickly to stay on top of the door and bring out their hard exoskeleton to prevent you from leaving. You can freeze and punch them to get them out of the way. Pretty simple.

Head down and you'll find a missile door behind one of those walls with the green dots. We cannot do anything here yet, but we will soon enough. Instead break through the floor and we'll find another new enemy, the Nuke Bug.

New Enemy: Nuke Bug

These little guys... are horrible. They are similar to the other bugs we've seen so far, but the other ones usually shoot something at you. This little guy, however, drops a tiny nuke when it see you. I call it nuke because the range of the explosion is crazy. If you see it drop one of these, try to destroy it and don't touch it unless you want to take 75 damage.

Head to the bottom of the room, kill the Shield bug and proceed to the next room. Before you drop down, there's an item here we cannot get, but you might as well notice it now. Shoot a missile in the corner and you'll see that you need to plant a bomb there. After many tries I managed to do it, but it's just not worth it right now.



Drop down and we'll have our **Network Station**. Go ahead and talk to Adam here. He tells you about Ferenia and what it's supposed to be. He does give you an important piece of info: the EMMI here can see through walls and stuns you with an electric shot. We haven't encountered the EMMI here (besides in the little cutscene) so that's great to know! Thanks for the info Adam!

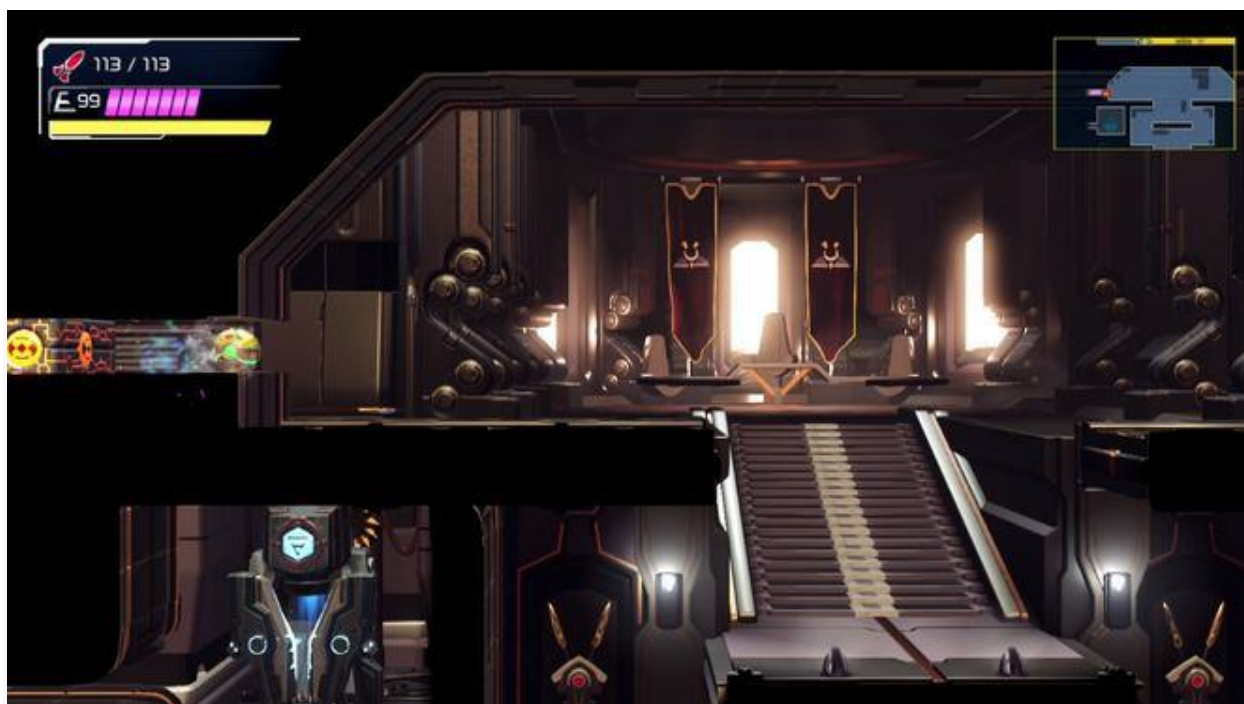
Leave the room now and we'll be in a gigantic room. We have a new enemy here as well, the Electric Zombie Fish.

New Enemy: Electric Zombie Fish

An upgrade of the original Zombie Fish we previously encountered. They still float around doing nothing, but now they are covered in electricity. Of course touching them will hurt you, but another thing is that if you get close enough they shoot a little tentacle to the ground and electrify it as well. Stand away from them and shoot them from away. They are pretty harmless, but if they're in the way... they can be real annoying.

There's not much going on in this room right now. There are 2 doors at the bottom of the room, one to the left and one to the right. Going right leads to a dead end so ignore it for now and follow the left door.

Here we'll immediately be greeted by an Armored Beetle. It's been infected by an X and it acts mostly the same. It can also now shoot out a lightning ball that you can easily jump over. Anyway, jump over the gap and shoot a missile to the left wall to find some blocks you can break. Sadly you cannot go further in since we need another ability we don't have, but it's good to break open to reveal it on the map.



Head to the bottom and unlock the Plasma Beam door on the left. It leads to a high-cold room so ignore it for now and head at the bottom where we'll find the entrance to... an EMMI zone.

In this zone we'll have water, which is bad. The area underwater is much bigger this time so you're going to need to be extra careful. Also remember that this EMMI can see through walls, which makes it even worse. Take it extra slow in here as you move through the area.

In this first room, use the spider ceilings to move across the area, entering the bottom right door. In this next one we'll be underwater. You're going to want to go to the upper right corner where the exit of the EMMI zone is.

Out here go around the enter the bottom right door to find the **Map Station**. Time to flesh out the map! Once you do, return back outside and go up through the breakable ceiling and enter the door on the right. In here you'll simply want to go through the door on the right to find a **Save Room**. You cannot move past this room, so head back to the main room and continue going up to find another entrance to the EMMI zone.

In this first room you'll want to go up to the top where you can find a door on the right and an exit to the left. The exit leads to a dead end with an **Energy Refill Station**. There's also one of those doors with the 5 green dots you need to shoot. Again, we still can't do anything.

Instead of exiting, head right into the door and here go right and, when possible, head down and into the water. Head to the bottom and go right into the next room. More water in this room, which isn't good. Our objective here is to go up. I recommend you go left at the top to open up the busted door so you have a little shortcut, but then use the spider lift on the ceiling to quickly get to the right side where you just need to drop down and use the lower right exit.

It seems we're now on the outskirts of the building we've been exploring. Head down and open the door on the left to find the save room from before. Use it if you want and now we're going to want to continue going down.

At the bottom, move to the right side and break the block to grab the **Energy Part**.



From here, the left [Morph](#) Ball path leads to a dead end with those multiple green light area, so to proceed we will need to go through the hole in the wall on the right. At the far end we're now in the actual outer wall. Use your Pulse Radar to spot the breakable blocks on both the floor and the ceiling. Head up first and destroy the block in the corner to find a **Missile Tank**.

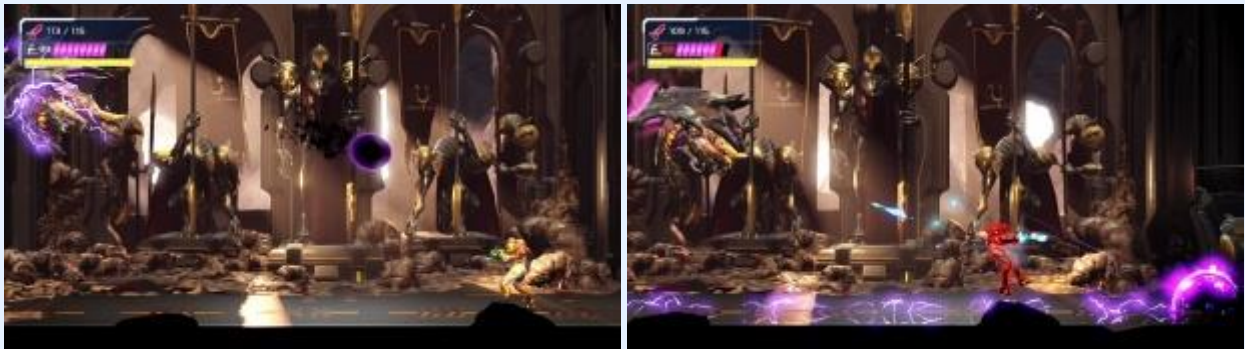


Head to the bottom now to find a door blocked by an enemy. You know what this means, right? Destroy it and head inside to start a boss fight.

BOSS FIGHT: ESCUE

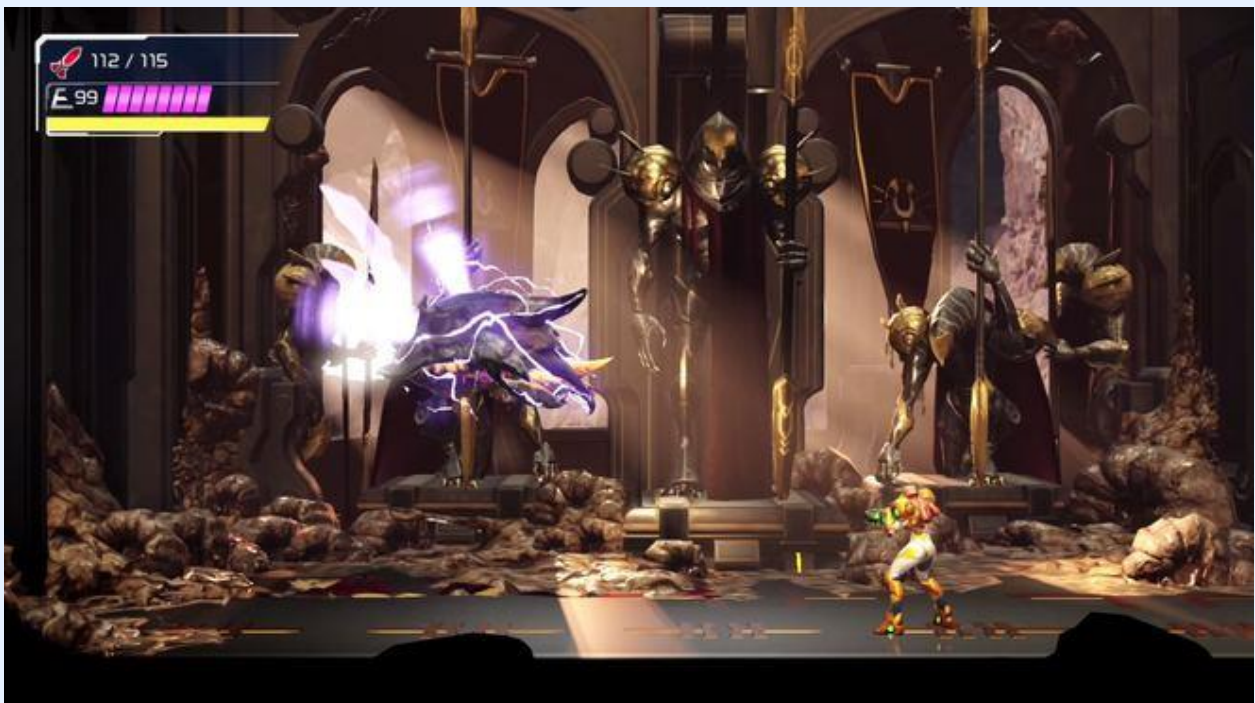
Ok, this boss is extremely weird, and mostly because it doesn't really feel like one. This guy is pretty much a buffed up version of the Armored Beetle we've been fighting thus far. The difference here is that it's colors changed and it's infected by a large X.

This guy is very agile with its attacks so you'll want to keep an eye on him at all time. Luckily for us he doesn't really have that many attacks to begin with so keeping track is easy. Let's start out with his most used attack, he shoots a large black sphere that slowly travels towards you. This ball sticks to the ground/wall and explodes, electrifying the entire wall/floor.



To avoid this attack (and for the entire fight) I recommend you to stand at the entrance of the room, and like literally stick to the wall. You want to do this because the ball cannot stick to the door, hence it cannot explode nor electrify the wall.

For his second attack he'll close his armor and dive in on you, just like the regular Armored Beetles. You've seen this attack plenty of times before so you know what to expect. You can see he's closing his armor right away, but he's also enveloping himself in electricity so that's your cue to get out of the way. You cannot counter him as far as I could tell so jump out of the way.



For his last attack, he opens up his armor and starts shooting out these black pellets at you that travel in like wavy form. These, as soon as they touch the floor or wall they explode and create this little circle around where they landed so you don't want to be anywhere near them. To avoid them I recommend you [spin](#) jump back, then perform your double jump up and towards the front to have these chase you.



And that's about all the boss does. I recommend you stay put near the entrance to avoid mostly the first attack, [jump](#) and double jump/wall jump over the charge attack, and jump around for the pellet attack. You'll want to shoot as many missiles as you can into him when he opens his armor, or after his charge attack.

After defeating him you'll have the X reveal itself. It's a gigantic X cocoon that houses several X inside. It doesn't attack but it does like to move around and try to bump into you. Shoot it with your missiles when it stops blinking to have it spill the X, which you are going to want to absorb to get some healing. That's about it.

After the fight absorb the large X and you'll get a new upgrade, the **Storm Missile**.

STORM MISSILE

Storm Missile is yet another upgrade to your missiles. You will still have your regular Ice Missiles, but now if you hold the **R** button you'll prepare the Storm Missiles. These shoot 5 smaller missiles in a row and uses 3 missiles from your stock.

The one good thing this has is that you can lock-on to enemies, especially weak spots. You can lock-on to the same enemy multiple time, which makes it even more awesome.

Another good thing, remember all those doors/walls we've seen that have the 5 green circles? The ones where you need to shoot at the 5 green circles at the same time? This is what you need to open that up. You can lock-on to all of the dots and shoot at them at the same time.

Now that we have these Storm Missiles you'll now need to rely more on holding **L** for free aim, otherwise you'll be using these missiles a lot.

And with that, return to the previous room and go back to the room on the right. We can't go up and save our game, so open the door on the left for a **Full Refill Station**. Use it (we definitely need to after the boss fight) and then return and use the tunnel underneath to reach the first room with the greet dots. Go ahead and use your Storm Missile to lock on to all 5 of them and shoot a missile to see what happens. Pretty neat, right?



And with that the path is now clear. For now head back to the room on the left and head up and into the EMMI zone.

Not much we're doing in here. Simply head to the top being extremely careful of the EMMI and at the top head left and leave the [zone](#).

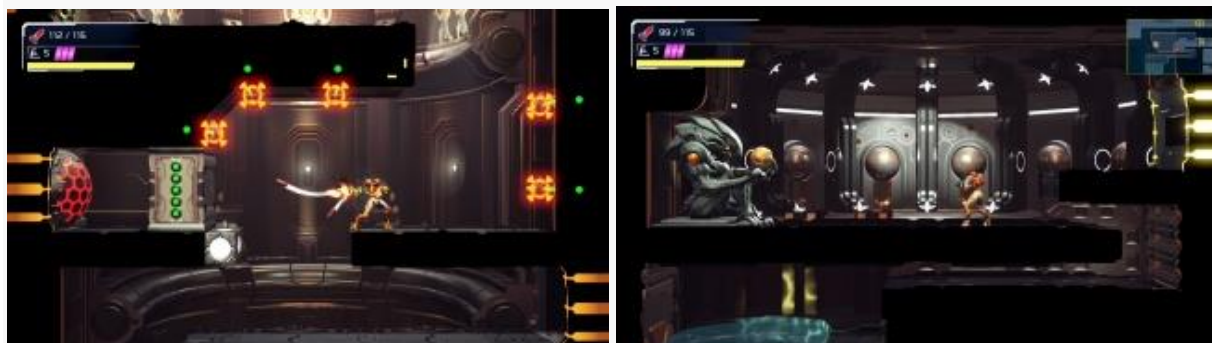
This is where the dead end is, or was now that we've got them missiles. Use the Energy Refill Station if you need to then open up the **Storm Block** (that's what we're going to call them from here on out).



Head to the bottom and enter the room on the left to be back in the large main room. As you step inside you'll have to fight the **Twin Robot Chozo Soldier**. This is basically two Robot Chozo Soldiers at the same time, because one of them wasn't tough enough.

These guys are exactly the same as before, only that you'll have to deal with them at the same time. The biggest tips I can give you is to never, **NEVER** have them around you. Always try to keep the pair of them on the same side of Samus so you don't get surrounded. It'll take some jumping around but make sure to do so. Also, always have the missile up so that you're "charging" the missiles so that you can turn around, aim it at them, immediately lock-on, and release those missiles. They will go down pretty quick with the Storm Missiles.

Once you've kill them, head to the top of the room and go through the left door. Do you recognize this room? Yep, we can now get rid of the Storm Block. Do so and go through the missile door behind it to find a Chozo Statue that has another upgrade for us, the **Space Jump**.



SPACE JUMP

The Space Jump is an upgraded Spin **Boost**, but instead of double jump it basically allows us to "double jump" infinitely as long as we get the timing right.

This works the same exact way as Spin Boost: you want to spin jump and when nearing the highest point of your jump move to the other side and jump again, do so over and over and as many times as you want/can. This will grant us amazing mobility. Also note that it works the same as Spin Boost underwater, only that we can travel horizontally now under water if you maintain the "double jump". We'll be using this underwater Space Jump in a bit.

Drop down into the water and go around until you can destroy a red blob and get out of here. We are done with Ferenia for now so return to the transporter to the left and we'll be going back to Ghavoran.

Here in Ghavoran you simply want to go left until you reach the water section. With the Space Jump we can cross the top part of the water and reach the **Green Teleportation Device**.



Using this will take us to [Burenia - Third Visit](#). See ya there!

Burenia - Third Visit



We're back in Burenia... and the water calls, yep - we're going in deep again!

As we start the door to the right is sealed, so go destroy the Plasma Beam door on the left to create a shortcut. Now, look at the bottom right corner here in the teleportation room and you'll find some breakable blocks. **Head** down from there while destroying the Enky and proceed to the next room where you'll find an **Energy Part**.



Return to the teleportation device and go left through the door you just opened. Out here look to the left for a **grapple** block. Head up and around through the rooms so you can destroy it. This creates a nice little shortcut.

From here drop down and we'll be on the edge of the large open water area. Our objective is to go to the Plasma Beam door below us on the left.



You can spin jump off here and when you get closer start your space jumping, or you can space jump to the right towards the teleportation device, go down safely to the door that's directly across the large area and space jump from there. There is a spider wall you need to hold on to to bring it down, but that's super intuitive at this point. You're going to have to go across to the right side of the area once you've lowered the spider wall (we can't jump up to the ledge :() and then jump from the top of the right side of the trench across to the left again to get to the plasma door so we can continue.

Inside the room use the **Energy Refill Station** if you need it and **BEFORE** you start heading down, look for the breakable block in front of the door before the refill station. It takes you down to a **Missile Tank**.



Drop down to the bottom now and go through the door to the next area. We are now in another **MASSIVE** area. You can space jump to the right if you want to, but drop down being ready for a space jump and land on the platforms below. From here you can space jump to the left and enter the door.

In here go up killing enemies and you'll be out of the water for a bit. Head left for a **Save Room**, which is much needed and appreciated. Head right now, kill the enemy and destroy the red blob to destroy the wall. This lets us use our grapple to pull the block ahead of us, giving us access. Go through, head to the bottom and go through the door.

Right as you enter you'll see a Storm block above you with an **Energy Tank** behind it. No tricks here. Shoot the 5 green dots to get rid of the block and grab your Energy Tank.



Here we'll also have a new enemy, but it's basically a reskin of the Bee enemy we encountered way back. It shoots several little orbs, just like the original Bee. Proceed to the bottom, destroy the block on the left and go through this tight vent. Drop down at the end of it and we'll reach the bottom of the ocean. There's also a new enemy here, a giant **Disco Squid**, but this acts the same as the Disco Whales we previously encountered on Ghavoran. You can use Ice Missiles to freeze these, which is quite nice.

Head right into the next room, kill the enemies and on the right side you'll have 2 tight passages for Morph Ball. Go through the bottom path first and look up as you enter to spot a red blob you can destroy. Doing so will unblock the upper passage. Before we head through said upper passage, bomb the lower right corner to find that you cannot go through. We need another upgrade. It's good to mark these so that they stay on the map and we have a point of reference on what we're missing.

Go through the passage and through the door. We are in yet another gigantic area. Climb to the top of the right hand side and then Space Jump across to the metal [platform](#). Climb up and we'll finally be out of the water. Enter the next room and you'll find a **Missile Refill Station**. Use it and then proceed up and through the door at the top.

We're back in the water. The tunnel to the right is simply to get back up here if you fall so Space Jump left across the water and go up to find a red blob. Destroy it to find a second one. Destroy it as well and you'll see a third one. Break this one as well then pull on the grapple ledge to bring that thing in the background down. This breaks all the floors, which is nice.

Drop to the bottom and go up the left side and go through the missile door. This takes us to a Chozo Statue that has one of the most important upgrades we can get, the **Gravity Suit**.



GRAVITY SUIT

Samus is now purple and she looks beautiful! This gives us massive upgrades:

- Allows us to move freely underwater. We are no longer bound by the weight of the water pressure!
- Allows us to go inside high-cold and high-heat temperature rooms! Yes, we can finally explore cold areas! Not only that though, but we can now go inside lava, which we couldn't before with the Varia Suit. So that's great!
- Greatly increases our defense and it even increases the damage of our melee.

Yeah, we finally got this suit! Enjoy your new [mobility](#) underwater! The Gravity Suit paired with the Space Suit is just amazing.

Return back to the large open area and open up your map. Do you notice the save room and transporter room on the right? Use your Space Jump to climb all the way up to where the large section of background we brought down a moment ago was. At the top you'll see a Missile+ Tank in a small glass box. Sadly we cannot get it just yet. We'll be back! Instead we're going to head right. Beware of the enemy slipping in and out of the ground. It's just like the old one, but this one leaves a trail of poison behind.

Through the door you'll find a **Network Station**. Here we get to speak to Adam once again. He'll give you an update on the X and will tell you that the temperature of the planet is rapidly declining. This is bad, but not so much thanks to our new suit! Well, it is because water is getting frozen all over the place. We gotta go fix this temperature issue then come back to Adam here in Burenia.

Head right and you'll see a Missile Tank above you you cannot get (I'm really getting annoyed by all these upgrades we can't get ha!). Instead head right and use the teleportation device to head back to the beginning, back to [Artaria](#) we go!

Artaria - Fourth Visit

And we're back at the beginning!

Just a little warning, we are in an unexplored area of Artaria. This will still change in the future because right now many of the paths are blocked due to the [water](#) being frozen. We'll need to come back once we take care of that issue.

With that little note out of the way, you'll notice that you can break the wall on the left, and will be able to see a Missile Tank, but you cannot go further ahead for the moment. Instead, we need to head right through the door and **STOP!** Do you recognise the platform up ahead? This moves when you step on the right side and drops you. It's not a big deal now that you have the Space Suit and/or Air Dash, but to the right of it you can find a **Missile Tank**. The blocks under it can't be broken either.



Drop down now from the [platform](#) previously mentioned and you'll find a **Full Refill Station**. Go around and drop down to find more frozen water. Go through the tunnel when you get to it and it'll lead you to a door that takes you to the next room.

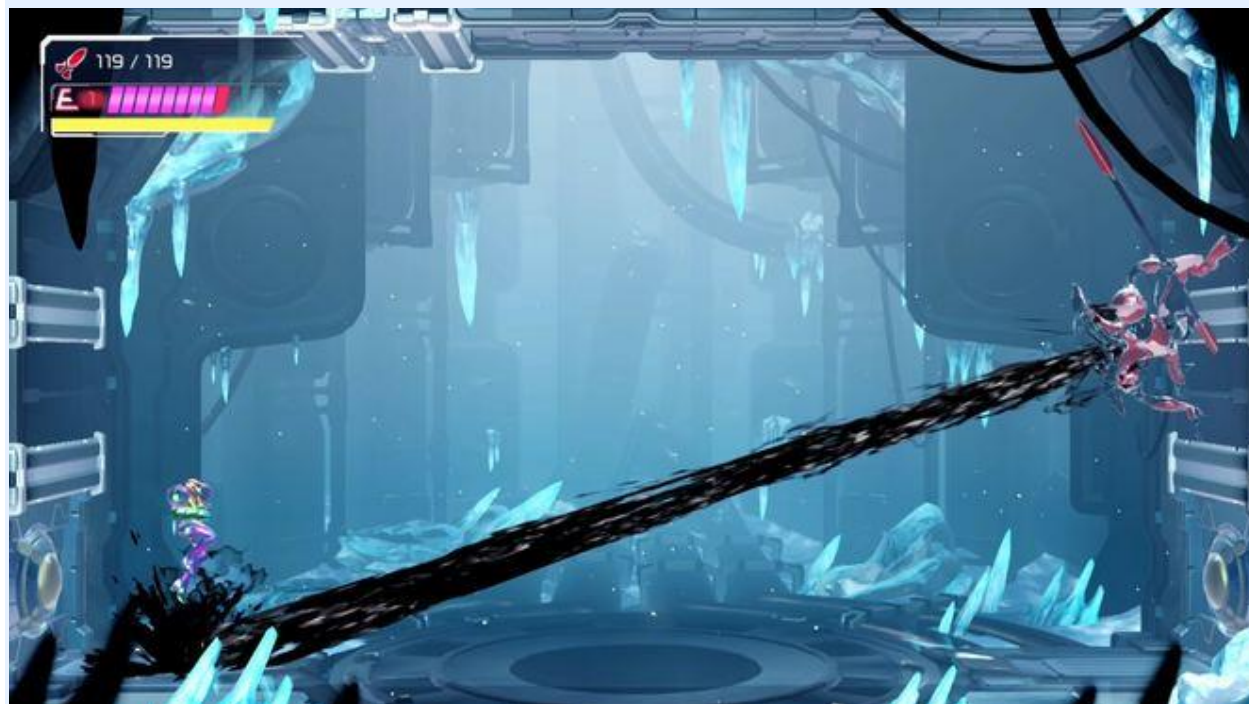
Go through the Plasma Beam door and destroy the red blob afterwards. Drop down to the bottom where we'll have a little fight against a **Chozo Soldier**. Once again, these are not necessarily bosses, but more like a tougher regular enemy.

SHIELDED CHOZO SOLDIER

Just like before, the Chozo Soldier uses the same attacks as his non-shield counterpart. It likes to use the same attacks, which are jumping on a wall, jump from there and try to impale you with his spear. His second attack is when he's slowly walking towards you and tries to impale you by sticking his spear forward.

Both of these are the same attacks as before. What changes here a little bit is the fact that he'll block your missiles you [shoot](#) at him. You have to wait a little bit for after he attacks you can shoot at him back. He can also try and slam his shield in your face so be careful and don't be too close to him.

He still has a second phase where you see the X taking more control of the enemy. He retains his old attacks, but he has a new one: he jumps to a wall and shoots out this black liquid at you. The shot doesn't move once he spits it out so stay close to him and start running to a side to avoid the attack.



Here try using your [Storm](#) Missiles. Use these to see just how fast he'll go down. It's pretty cool.

Remember that at the end you'll have the QTE where you need to parry his spear attack.

With the Chozo Soldier dead (dead-er?) head left to find a large vertical room. Here you'll find an upgrade to the bat enemy, the Ice Bat.

New Enemy: Ice Bat

These guys are the same as before, just flopping around. When they see you they will charge at you, allowing you counter them. You want to kill them this way. The reason is because if you don't and you do damage to it it'll start charging and perform kamikaze, literally exploding and freezing the entire area around it. This will freeze you for a couple of seconds, but it can be dangerous if you find yourself surrounded by more enemies.

Head at the top and you'll see a Grapple door on the left. Before you go through head to the very top to find a **Missile Tank** out in the open.



You can go through the [Grapple](#) door if you want but it's a dead end right now thanks to the frozen water. Instead return to where you killed the Chozo Soldier and this time use the door on the right.

Drop down here and you'll immediately see an **Energy Part** on the right ledge. They are really giving them to us for free, huh?



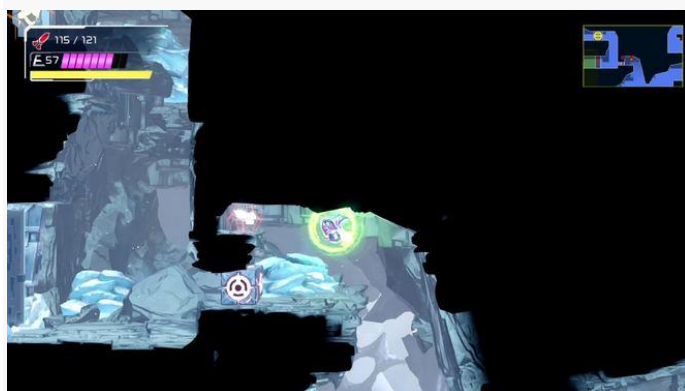
Drop down and bomb the left wall to find that you can **run** through it. We can go through this. To the right you'll see some walls where you need to go under using your Morph Ball. You can destroy these walls which gives us more momentum to break through the left wall.



In this room you'll find... nothing. Yep, absolutely nothing besides some enemies. Weird right? Well, there's a reason for this. You want to stick to the left wall and start sprinting, but now you want to **JUMP** up to where the Energy Part was because the wall on the right can be broken. We cannot do much at the end since we need other upgrades, but we'll be back.

Go through the door on the right now at the end of the tunnel. Follow the path here and head right to find an **Energy Refill Station**. Use it (the **paths** above are blocked due to the water) and head right into the next room. For now continue heading right until you get to the **Network Station**. Adam tells you that this place is completely frozen due to the fact that's very deep underground. Sounds about right. He also tells us to go to **Cataris** so we can see what's blocking the thermal energy.

We now know where to go! Leave the room to the right and in this large room open up your map and locate the EMMI entrance at the top. We cannot go in, but as you get here you'll find another **Missile Tank**.



From here head right through the door into the EMMI zone (the green area on the map). This is where we had our first encounters with an EMMI, remember? Anyway, we can now go up from the entrance thanks to our Space Jump and we can get to the upper right corner to find a breakable block that has a **Missile Tank**. Another one for us!



[Return](#) back outside, go back to where we got the previous Missile Tank (near the EMMI zone door) and go through the upper door. This takes us to another save room. Use it and open up your map. First notice that every single EMMI door is frozen solid, pretty much preventing us to go inside and/or to the left side of the entire area.

So with this, our path is extremely linear. Head up towards the save room directly above the one where we're in right now. From here we simply want to go all the way to the right side to where the teleportation device is that leads to Cataris. Many of the doors are frozen, but it's impossible for you to get lost.

So when you get there, use the teleportation device to head on over to [Cataris](#).

Cataris - Fourth Visit

Back in the volcano area! Thank god we have our Gravity Suit! And it's also frozen!

Start by heading left and head to the very bottom of this shaft. Ignore the door to the save room and head to the bottom. Destroy the red blob and grab the **Missile Tank** from behind it.



Move to the [room](#) to the left now, use the **Full Refill Station** and head to the upper left corner where you'll find one of the bugs on the door. Kill it and we're now in the room just outside the save room. Head up and you'll see we can finally go through the vent at the top. Note that using the Morph Ball Launcher here will shoot us directly into a boss fight.

BOSS: EXPERIMENT NO. Z-57

Ok, what a name this guy has! Also, it looks like the first boss, but all messed up. The X have really done a number on this poor thing.

Start by looking at the arena where we're fighting it. The boss for the most part will stay on the upper side of the screen, right in the middle. **DO NOT** go to the right side of the room. The slime thing here will hurt you if you [touch](#) it so stay clear from that side.

Your best friend here are the Ice Missiles and the Space Jump. We'll be using both a LOT so I hope you're ready. Also note that for now his weak spot is his face, the clear part of it. You want to shoot all your missiles there.

With that being said, let's start talking about his attacks: for his first one he moves his head to a side and starts shooting a laser from his mouth. He starts on one side and finishes on the other side. For this you want to Space Jump over his head to avoid the attack. Also note that he'll leave a trail of pink goo on the floor that will constantly hurt you if you stand on it. Don't fret, however, because there's always a spot that has no goo, which you can use to stand on and shoot missiles.



His next attack is a double slash. For this attack he moves back into the background and to a side. After this he slashes and covers a huge area. He does this twice, one on each side. The range is exactly the same, but flipped. When you see him move to the background, start Space Jumping in the center to avoid both attacks.



Now let's go for the most important attack. He moves to a side of the room and starts shooting his pink laser that covers an entire side. For this you want to move to the bottom below his face and start blasting him with missiles.



The reason why this is great is because if you blast him long enough he'll try to bite you, which you can counter and start a QTE. You jump on him and start riding him all over the place. This [event](#) lasts forever, allowing you to shoot 27+ missiles at him. Yeah, that many! That's at least the max I was able to shoot anyway. You can maybe get 30 shots in.



When you do enough damage, he'll bring 4 of his legs to the front and grab on to the walls. These have a yellow pustule on them that you should destroy with some missiles. During this time he'll aim a purple circle at you. Don't let the circle be around you for too long or he'll create a little bomb that explodes after

a couple seconds. He will continue to summon these for a shot time. When he is in this position, you can use the [Storm](#) Missiles to lock on and hit all four of his legs and dislodge them from the walls to end this section earlier.



After this he'll perform another attack, and a very annoying one. He'll shoot a gigantic beam at the right wall, which is a series of fans. This turns them on and several beams will shoot left. We'll need to jump over these, which can be hard to dodge. You'll need to make use of our Space Jump to avoid some of them. Also, you'll want to continue running right because there's pink goo on the left wall and it'll damage you.



Another attack he has towards the end of the fight is an upgrade to his slash. He'll still perform his two slashes, but after that he'll begin performing a third slash with both arms, making the range of the attack almost the entire room. Just remember that this will happen and continue Space Jumping near his face to avoid it.

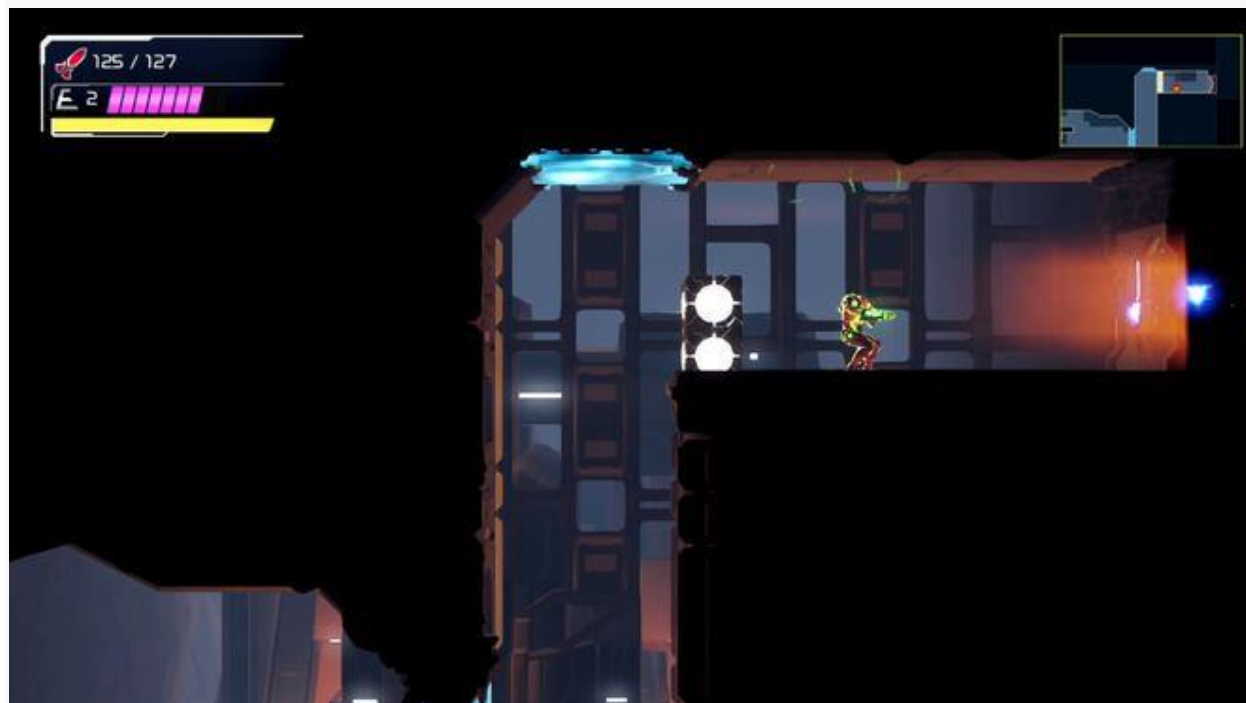


And that's about it. This is a simple fight, extremely simple once you see his attacks once, so keep on shooting missiles over and over.

Killing this guy will bring back power back on and all the frozen areas are now unfrozen. Anyway, we regain control here in the boss room and no upgrade. Note that you can go check out the upper left corner to find a blocked path. Oh well, keep this in mind for later.

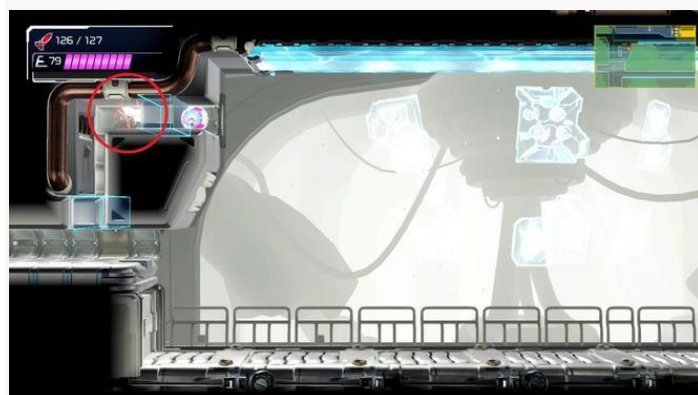
For now, return to the save room to save up your game, then return to the elevator to Artaria. Don't leave though! Instead head through the door to its right and go up, entering the door on the left side. Head up in this room and enter the door on the left side.

In this next room head up and through the door on the right into the large vertical room with the pair of Spider Wall lifts. Make your way to the upper right corner. Remember this grapple door from way back when?



Go through and you'll find an upgrade to an ability we still don't have. It's good to mark it on the [map](#)!

Open up your map and now head to the **Save Station** to your left (next to the **Energy Recharge Station**). Enter the EMMI zone to the left and in here drop down a little bit and you'll see a little vent to the right. Go through and you'll have a room with a large spider ceiling. Use it to shoot missiles into the upper left wall to reveal a **Missile Tank**.



Before we leave Cataris let's go get a couple more upgrades. Open up your map and locate the **Network Station** in the upper left corner of the map, outside the EMMI zone. Below this is a high-heat room. In here you'll immediately see the **Missile Tank** out in the open in the upper left. This was an easy one.



Head to the save room above now, leave through the left-hand door and from this side head down and enter the high-heat room near the bottom. We're below the previous high-heat room. In here kill the enemies and hang on to the spider ceiling. From here shoot a missile to the block on the left and you'll reveal a new Orange Teleportal. Nice! You can also pull the grapple block to create a shortcut back to the Network Station above.



Take the Orange Teleportal really quick to go to Ghavoran. We're not doing anything here, but I want you to open the busted door. This allows us to use this teleportal whenever we're back here doing our thing.

Head back to Cataris and drop to the bottom and enter the lava to find a **Missile Tank** in the far right corner behind a wall. You need to go to the far left side, blast the walls in the way and use your Speed Booster to break the wall. Activate the Shinespark, then hold the charge, roll under the wall, then use the Shinespark to blast through the wall to get your Missile Tank.



And with that open up your map and we're going back to the right side of the zone. Locate the [save](#) room marked in the map below and from here go right to the vertical room and at the bottom head right until you reach a high-heat room.



In this room we want to climb upwards and as you go you should be able to spot a **Missile Tank** behind a wall to the right. We'll get it in a bit! Before doing so, the wall directly left of this Missile Tank can be broken through. Do so and ascend to the very top, going through the tunnel in the upper left.

In this next room go up and around the area while avoiding the Rock Spider in the middle and when you get to the left side of the room use your Pulse Radar to locate the red blob in the lower left corner. Blast it to open up a door that leads to a shortcut back to the Total Recharge Station on the way to the Dairon Shuttle. Pretty nice!

Back inside, use your charge shot to push the Wide Beam block and at the bottom break the wall on the left to find another **Missile Tank**.



Return to the where we found the previous Missile Tank and continue going up. At the very top you will find a the entrance to a Morph ball tunnel and inside this a pair of blocks you can destroy. Follow this path to reach the **Missile Tank**.



And with that, open up your map again and locate the elevator that takes us to Artaria once again. In the room to the right of the elevator, our next goal is the door in the upper right corner. Lets head there now.



This is a high-heat room. There's lava in here and thankfully we have the Gravity Suit.

In here you'll see a Blue Teleportal on the other side. Nice, I wonder where they're taking us this time (spoiler alert, back to Artaria)! Don't take it just yet. Destroy the red blob next to it to create a path upwards to the room we just were in. Sadly we cannot go much further than that due to some pesky orange blocks requiring a new ability.

Anyway, now that the red blob is no more, use the teleportation device now and we're going back to [Artaria](#) once again. See ya there!

Artaria - Fifth Visit



Now that the ice has melted we can do stuff again... huzzahs are in order! The Blue Teleportal device also left us close to what we require!

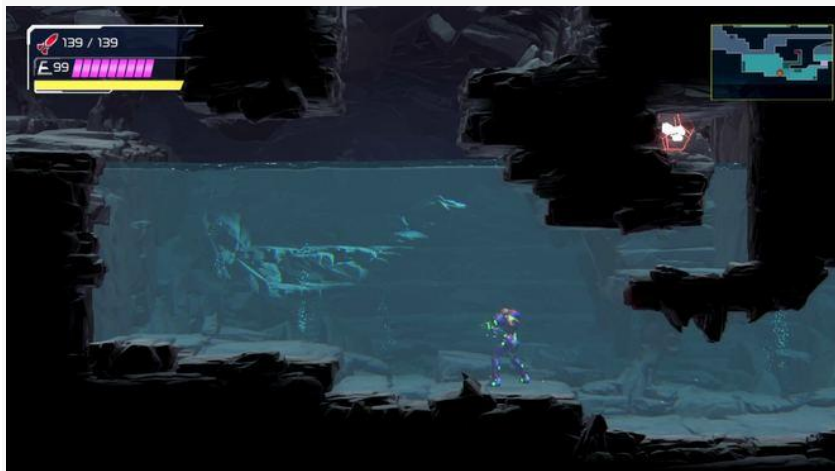
From where we're left off head right and pull the [grapple](#) block to get out of here. Break through the Plasma Beam door underneath and go through. Go left through the little vent and drop down to get to a Chozo Statue that has another massive upgrade for us, the **Screw Attack**.



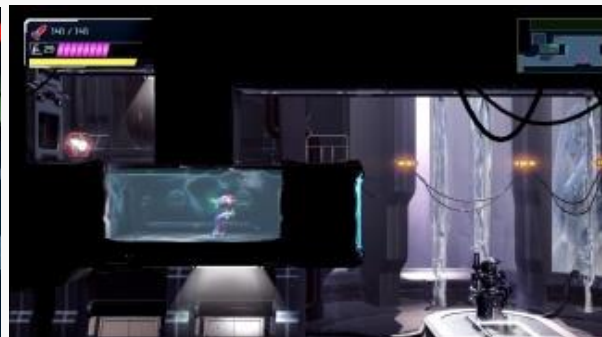
SCREW ATTACK

Screw Attack works in tandem with your Spin Jump. It basically surrounds you with powerful energy that can hurt enemies if you touch them, but more importantly, it can also break those pesky **Screw Attack blocks**, which are the blue blocks with the **S** on them. They've prevented us from grabbing so many items thus far.

Anyway, from here let's grab a couple of items before we leave. [Head](#) to the Shielded Chozo Soldier boss room and use the left-hand door to exit. In this high-cold room go through the door on the left side and use your radar to find the red blob below you. Break it to make a **Missile Tank** appear.



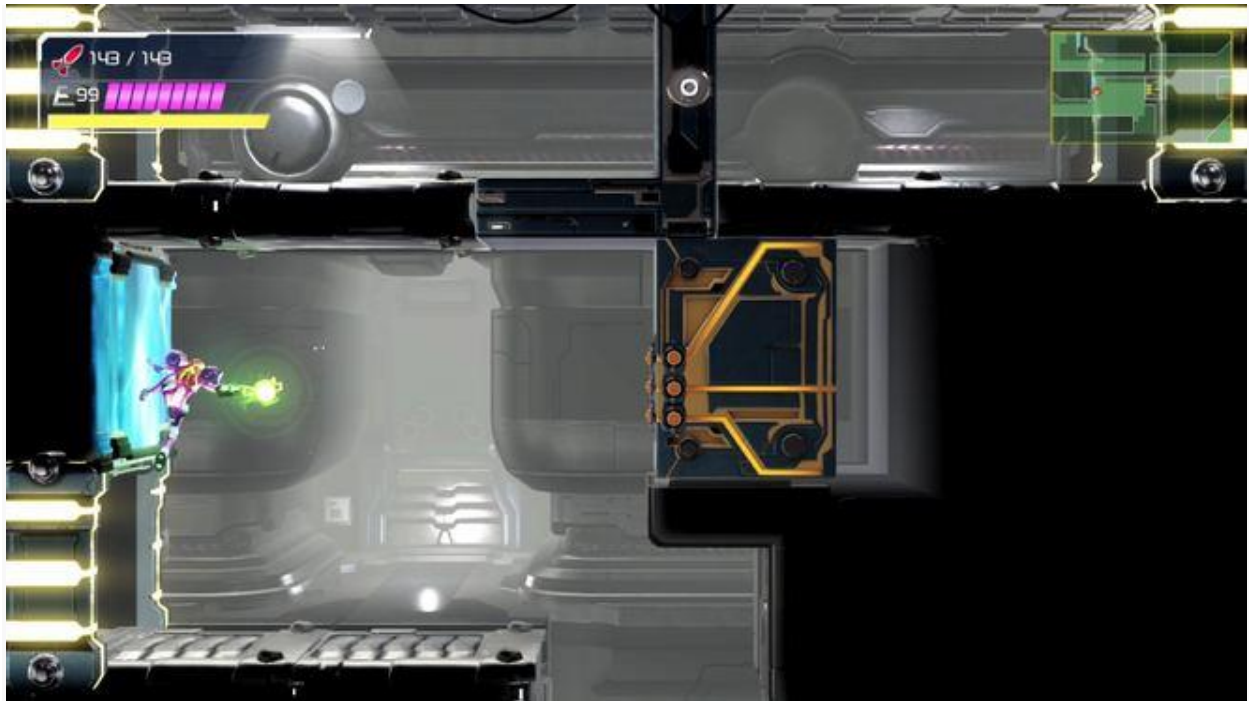
[Return](#) to the boss room and head right until you hit the **Energy Refill Station**. Here jump to the upper left corner to find yet another **Missile Tank**.



Now that we have the Space Jump, let's go check out the large open area in the middle of the EMMI zone right above you. There's a large room that we couldn't explore before due to the lack of Space Jump. There's a locked door that has a purple bubble over it, similar to the Plasma Beam doors. There's also an upgrade to that one ability we haven't found. Hmm. We'll definitely be back!



What we can do, however, is if you look on the right side you'll see 2 entrances near the bottom, one on top of the other. Enter the bottom entrance and you'll find a Wide Beam [block](#) you can push. Use the spider wall to do so and the block above will drop down.



Once it does head right and you'll immediately see a **Missile Tank** below you. To get it simply drop down and use your grapple to pull the wall.

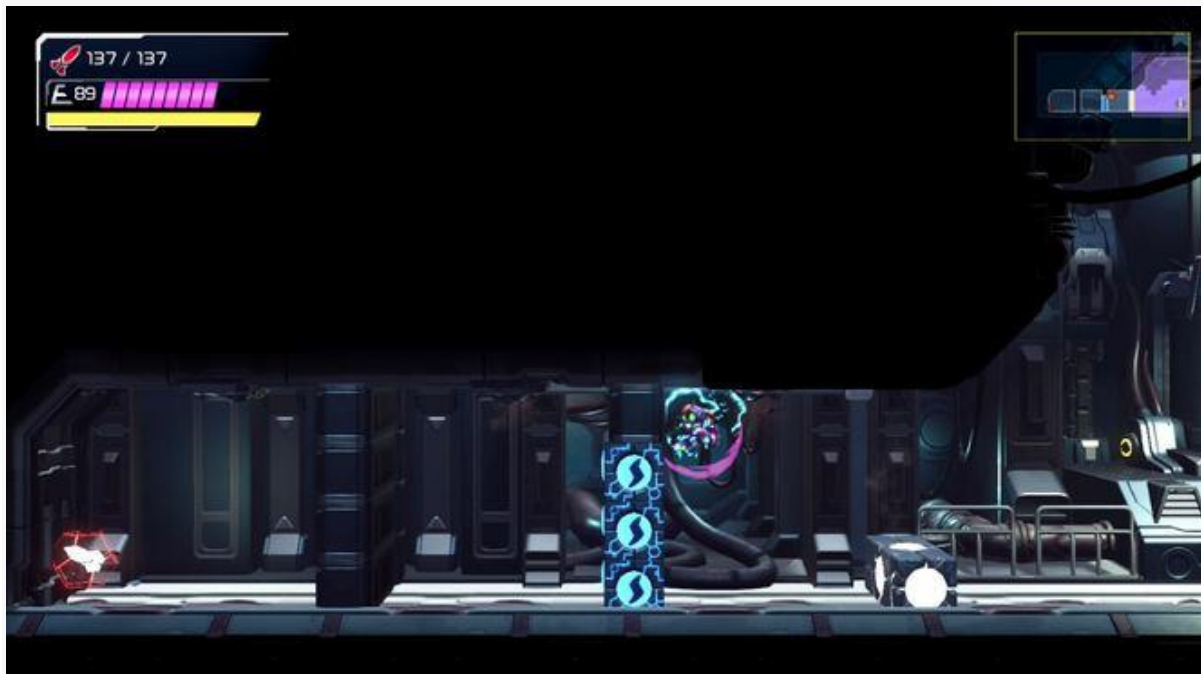


Finally, we can head over to the Save Station to the left of the Red Teleportal. Follow the Morph Ball path upwards until you reach a pair of doors. Both lead to dead ends, but the lower also has a weak section of roof that we can Morph Ball bomb. Do so and climb up for a **Missile Tank**.



And with that, we're ready to go!

Head to the elevator on the far left side of the zone that has Burenia as a destination. We're now to go back to [Burenia](#), but before we do that break through the walls on the left side to find a **Missile Tank**.



After that, use the elevator to travel to Burenia. See you in the next page!

Burenia - Fourth Visit



We're back here in the water zone! Not that it matters much not that we've got the Gravity Suit, huh?

Anyway, head left and you'll finally be able to get the **Missile Tank** from the upper left corner now that we've got the Screw Attack.

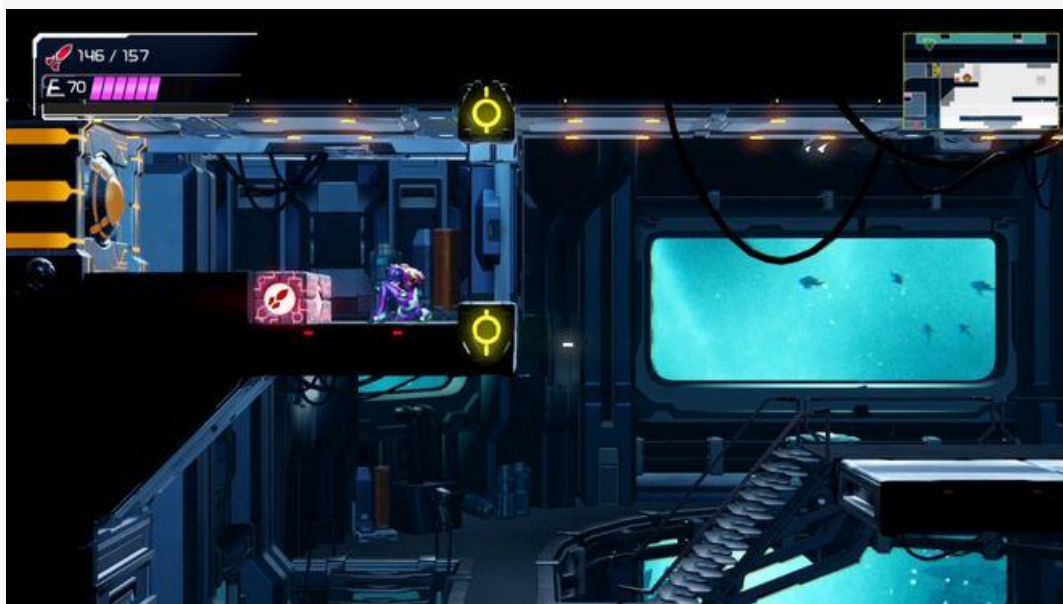


Head left to the **Network Station** and speak to Adam once again. Save up your game and we're ready to continue! [Head](#) left into the large vertical area and we can finally get that **Missile+ Tank** above the water by using our Screw Attack.



From here we're going to want to go up until you enter a room where we get ambushed by another pair of [Robot](#) Chozo Soldiers. The fight is exactly the same as the one we previously had against this pair. Keep your **R** pressed to start up the Storm Missiles and as soon as you can blast them. Overall not a tough fight. Remember to have them on the same side to make your life easier.

Now, before we leave through the upper left door, blast the block right underneath it to get a **Missile Tank**.

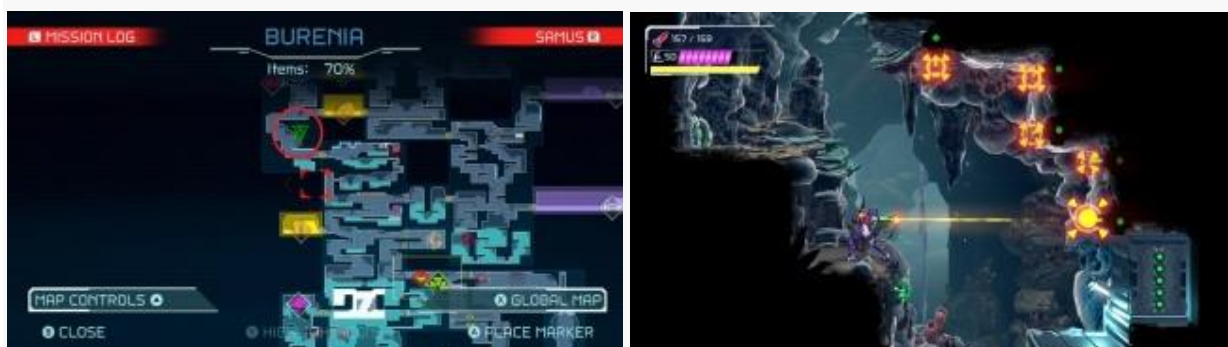


Go through the door and it'll take us to the Green Teleportal. We're going to want to use this, but not right now. There's a couple of things we can do here first in terms of goodie collecting.

Open up your map and locate the **Missile Tank** up and right from the green teleportal (it's to the right of where we got the Flash Shift). Simply make your way over there (we can now get it) to get your **Missile Tank**.



Go ahead and open up your map again. Take a look at the save room to your left. Directly above it is a **Storm** Missile block we can destroy. Note that you will need to shoot the red blob in the wall here to reveal the fifth green light. Head on up there and do so.

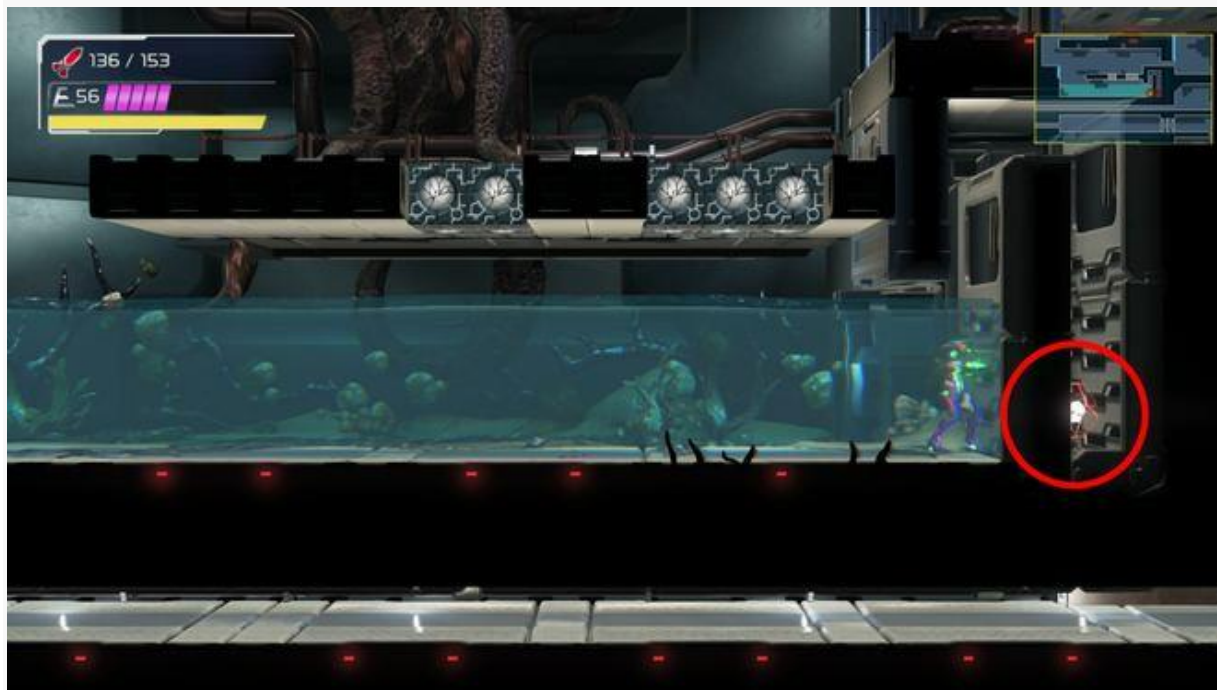


After you do so blast the wall behind it to find a **Cyan Teleportal**. This one takes us to Ferenia. Take it, go through the hole and use your radar to grab the **Missile Tank** at the top.

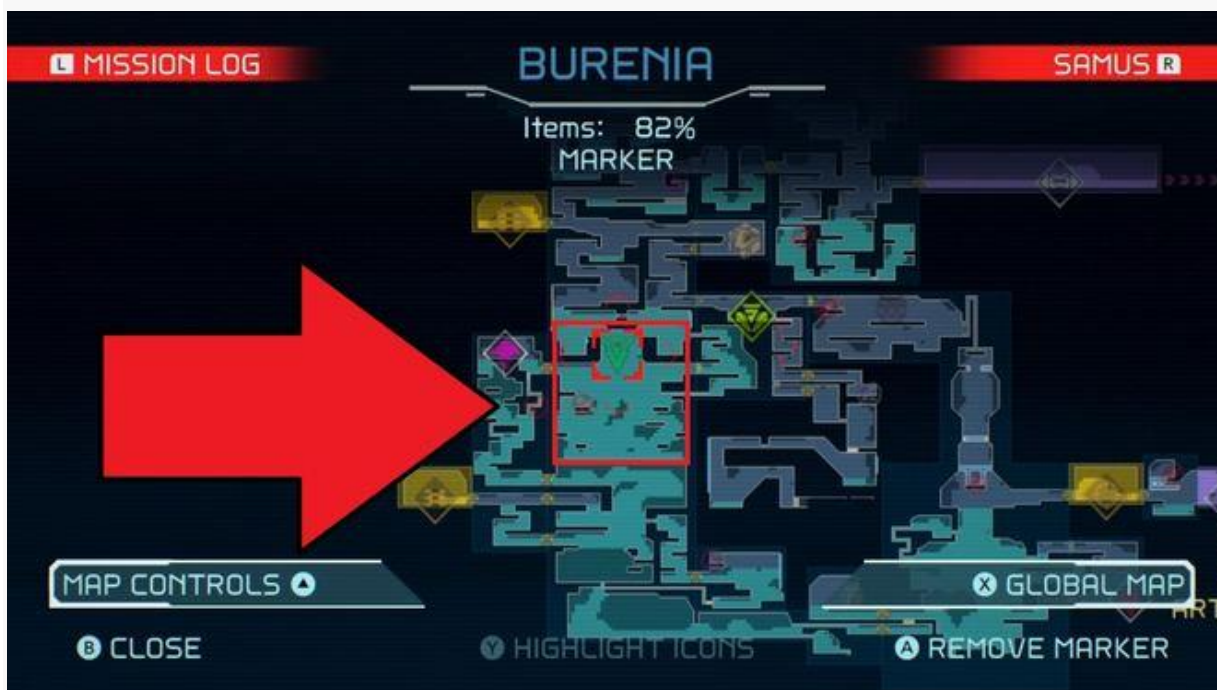


We cannot do anything else here since we need another upgrade, but for now use the Cyan Teleportal again to return to Burenia.

Once back, [climb](#) to the top of the area to where we fought the Drogyga boss earlier. Drop down to the room below and enter the water. We'll now be able to grab the **Missile Tank** on the far right using the Space Jump and Gravity Suit combo.



Now we have one last thing to go and loot before we move forward. Remember the extremely large underwater room where we fell to the bottom? It's the one to the left of the Green Teleportal.



Head on over there (you'll most likely approach from the top) and before you drop use your radar to find 3 blocks highlighted at the top. For this you want to drop to the bottom and use your Speed Boost to gain momentum, then shoot yourself upwards into the ceiling and get your **Missile Tank**.



And that's it! Go ahead and go back to [the Green](#) Teleportal. Time for us to go back to [Ghavoran](#)! See you there!

Ghavoran - Third Visit



We're back in the underground forest! Right as we regain control you'll see we have a Missile [Tank](#). We cannot get it just yet because of the blocks that disappear as you step on them. We'll be coming back real soon for it so don't worry too much.



Instead go through the screw blocks on the left and in the larger area we can finally go up through the lines of screw blocks. Go through and proceed through the grapple door.



In this long vertical room go through the door on the right to find a **Save Room**. Really useful. Now head up but keep an eye on the left for a little diagonal tunnel that has a **Missile Tank**. We previously saw this but couldn't get it. Thankfully it's ours now.



Go around and head back into the vertical room. Head to the top to find one of the enemies guarding the door. Yep, boss incoming! Kill it and **before** you go inside, use your radar to spot some blocks in the ceiling you can break. To do so you'll need to head to the bottom and use your Speed Boost to shoot yourself upwards and into them. Grab the small ledge on the left on the way back down. Inside, use the Space Jump to climb the vertical shaft and grab the **Energy Part** at the top.



Go through the door now and go through the lower tunnel to be dropped into our boss [fight](#).

BOSS: GOLZUNA

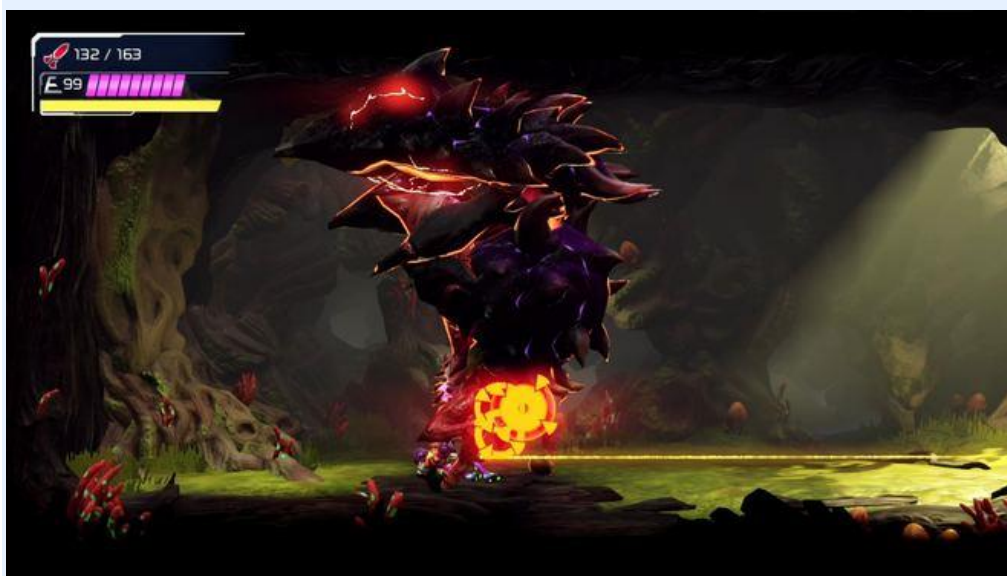
Golzuna is pretty much an upgraded Muzby, but we some added attacks, very powerful and annoying attacks.

The fight starts out with us actually killing a Muzby. Doing so releases the X and creates the bigger version we already know. Thankfully this guy will also go down pretty fast, especially now that we have the Storm Missiles.

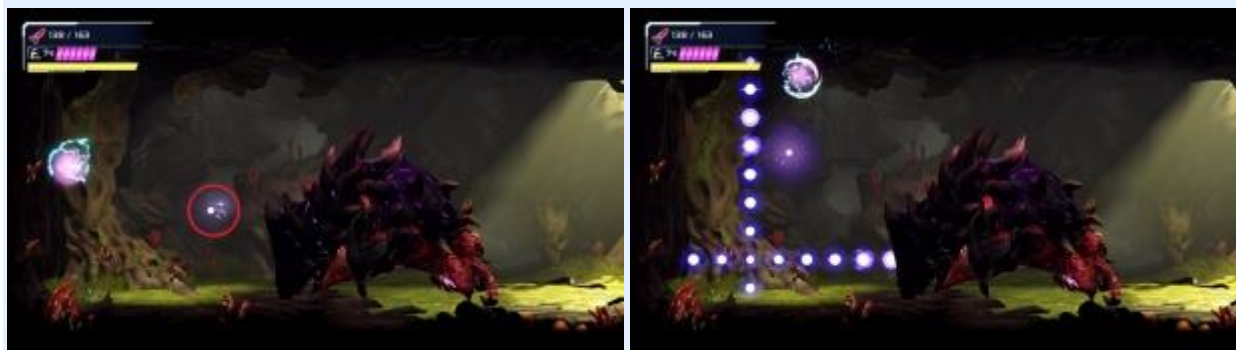


After you kill it, however, the big daddy comes out, the Golzuna. This guy is even bigger than the previous and now has a black and red color scheme. It also has this purple lightning stuff going through it, which looks pretty nuts.

This fellow's most used attack is the same one from before, where it raises its claws and slams the ground. This time however, it is a bit different. He'll glow orange and move towards you, pushing you towards a wall and then performing the attack. To avoid taking damage, immediately run to the wall behind your location and stand there. This gives you no space to avoid the attack, but what we want to do is to wait for him to rear up on his back legs and then slide under him so you can attack his butt. Of course for this you'll want to have your Storm Missiles already ready to lock-on so they start doing so as soon as it raises the claws.



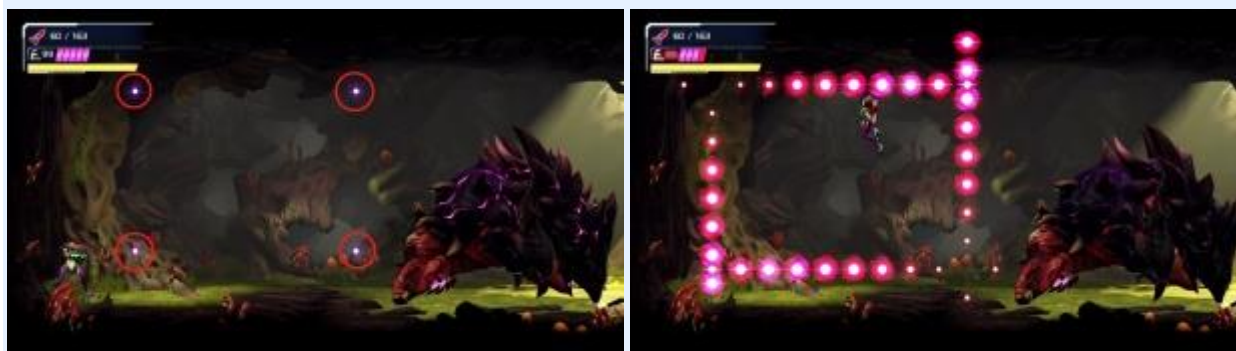
Another attack it has is the cross dotted attack. In this you'll see a tiny white orb move towards you. This doesn't hurt, but it's tracking you. After a second or two the dot will release a line of dots that actually will hurt you. For this attack you pretty much want to bait the dot. Keep on moving and as soon as you see it stop, quickly get out of the way.



For his next attack he'll release 4 purple dots similar to the previous one, but these are set in a diagonal and when they go off they'll square off the entire area. For this attack, as soon as you see the dots appear, quickly Space Jump over the boss so you can use his body as a shield. Pretty nice, huh?



Now for his last attack, he'll release 4 more dots, but these simply create a square. I didn't try to Space Jump in the center of the circle, but I did go to the other side of the boss, just like in the previous attack.



Once you've taken care of it an X cocoon will appear once again. Shoot it down with missiles.

After the fight we'll get a new ability, the **Cross Bomb**.

CROSS BOMB

You use this by pressing **Y** while holding **R**. This sets a tiny white bomb that explodes and have a ripple effect, creating several blasts in 4 directions.

This is amazing for several reasons:

- When you have several blocks that you can only destroy with our little bombs, you can destroy several of them in a row.
- This allows us to jump even higher when in [Morph](#) Ball, and it can also help us move sideways in tunnels and vents to move above those blocks that disappear as you touch them.

This ability is amazing! When ready head right and on the next [screen](#) over, go through the bottom right Morph Ball hole. Use your radar to spot some blocks on the right. Break them open to find a **Missile Tank**.



Now as you go right you'll find several blocks that disappear. Yep, this is where we use our Cross Bombs. Note that you want to place it and then move a little bit to a side so you can move in that direction.

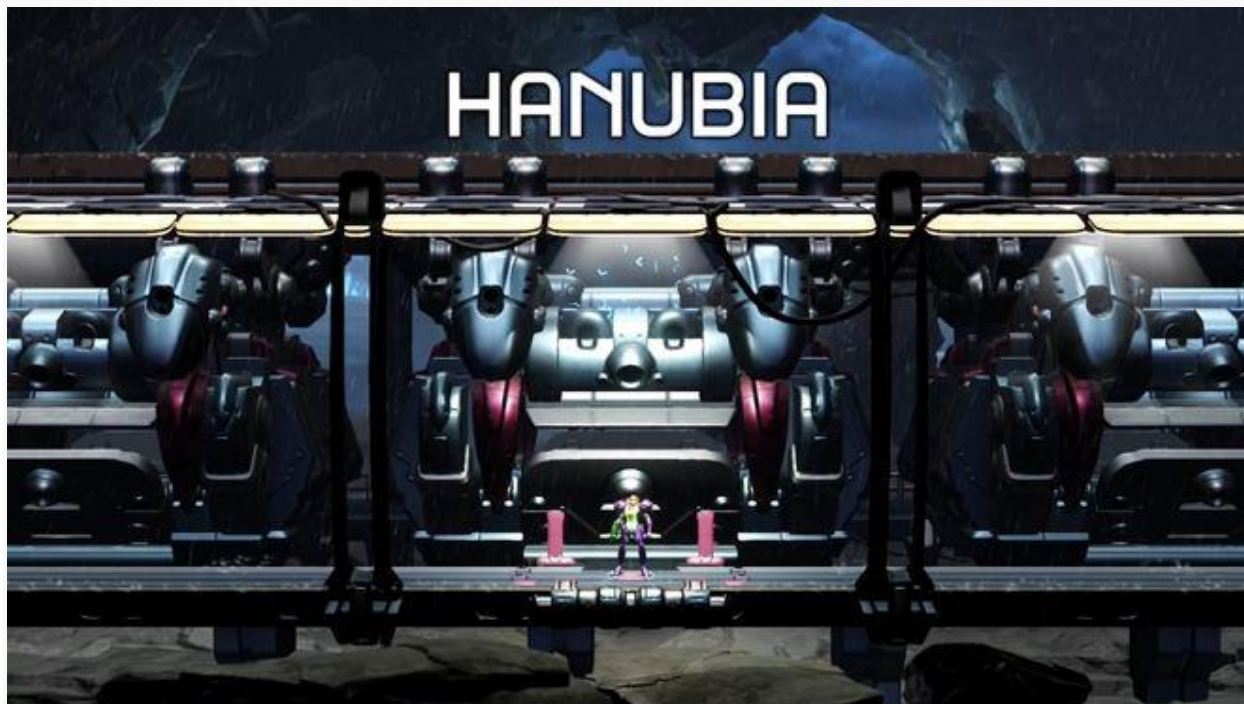
Once you reach the top blast open the door on the right and from here we need to use our Screw Attack to blast through the ceiling on the right and proceed to a transporter that takes us to a brand new zone, **Hanubia**.

Before we do that, remember that **Missile Tank** above the green teleportal? Return here and use your newly acquired Cross Bomb to grab it.



Now that we got that, head on over to the transporter and take it to our new [zone](#), [Hanubia](#).

Hanubia



We're almost out of this planet! Yes, we are nearing the end of the game!

As we start head right and you'll see some Chozo Soldiers in the background. They are preying on us! Anyway, proceed right through the cracked passage and we'll arrive at an **Ammo Recharge Station**. Cruise through the door to the right to find a **Network Station**. Adam will tell you that this is finally on the planet's surface.

After a little talk, leave through the bottom right door and you'll find some blocks you can destroy on the far right, and below them a purple barrier over a door. This is one of the last upgrades we're getting! Head to the bottom, avoiding the Vortex Barnacles as you go. At the bottom, remove the grapple block and go through.

In here simply follow the blocks you can destroy and get the **Missile Tank**.



Continue through these tunnels and once you drop go ahead and pull that grapple block. This basically allows you to return from the door from whence you came. Neat. Kill the Spider Bot and Shield **Bug** enemies here and go through the bottom right door.

This leads to an Elevator that takes us back to [Ferenia](#). We need to take it for the moment, but don't worry, we'll be back here in a bit to finish exploring!

Ferenia - Third Visit



We're back in this crazy place! Drop through the weak blocks on the right (we cannot destroy the red blob on the left) and at the bottom you'll find a door covered in a purple shield that we cannot open as yet. As such, go through the door on the left.

We're in a high-cold room right now. Throughout this area (and the next couple of areas) you will want to [watch](#) out for both proximity mines and those spinning saw blade dispensers. There's an **Energy Refill Station** at the top so use it if need it then go through the blocks on the floor on the left. Here you can drop all the way to the bottom, but we don't need to.

Instead following the first saw blade dispenser, look for some blocks on the right that we can Cross Bomb. Do so and jump through the path here to the ledge above and to the right. Go through the Plasma Beam door.

Go around, through the grapple door and in the next room stop. In here use your radar and you'll spot some blocks in the lower left corner. These are Speed Booster blocks.

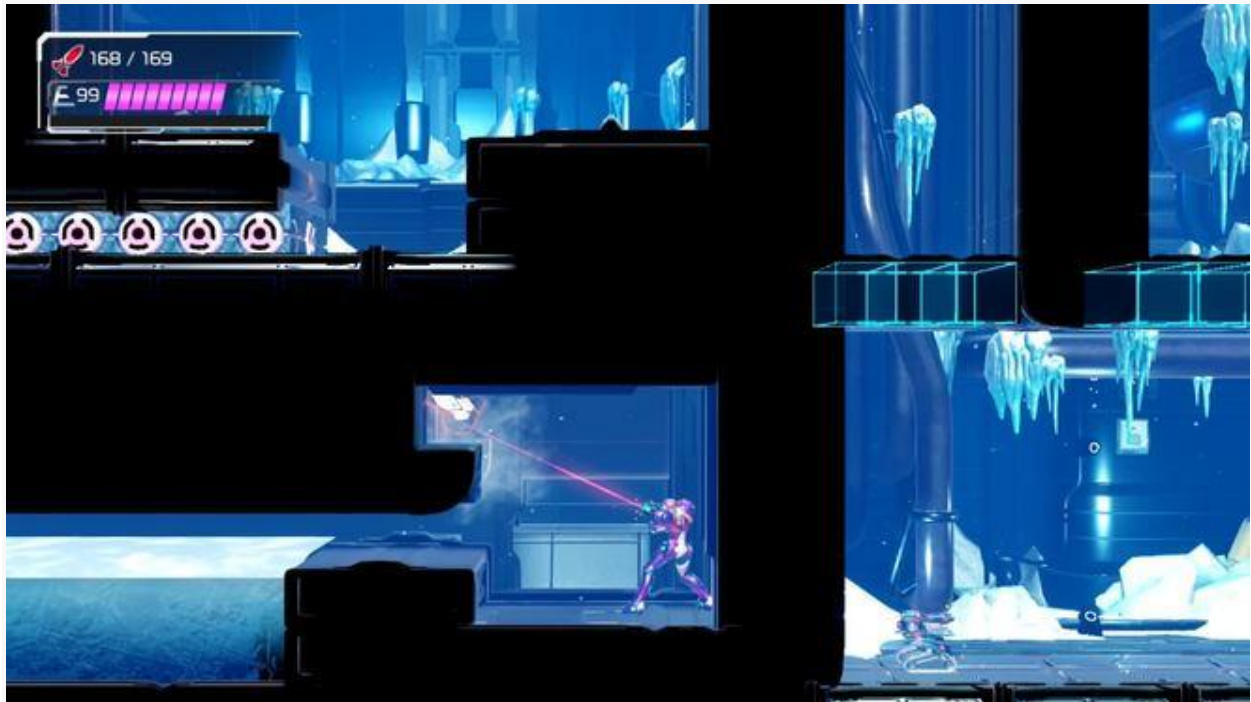


To destroy them go into the next room, kill the enemies and you'll want to use your speed boost to gain momentum. You have very limited space but once you use your speed boost, go into a Morph Ball and press **(B)** then left to blast through the tunnel.

Once you do so destroy the blocks in the lower left corner and pull the grapple block. There will be some more speed blocks behind the grapple block.



So to do this we need to gain speed just like before, go through the floor, morph into a [ball](#) and break through the speed blocks. It's a very precise section but doing so will lead you to a little room with a hidden **Missile Tank** in the upper left corner.



Return and go right now. Go through the tunnel on the bottom and then through the Screw [Attack blocks](#) above. Jump into the small alcove on the left wall and then drop down once the platforms regenerate. Above you'll find a Storm Missile block. Get rid of it and follow the path to the end to find the door to an EMMI zone. Oh noes.

I honestly forgot about the EMMIs ha!

Let's make this quick! As we enter you want to go down, right and up, going through the vent in the top right. We are in a water zone now, but thankfully it's not bad now. Here you want to move to the very top of the area where you can find a purple barrier on the door on the left and a red blob on the right.



Blast through it, drop down and blast a second red blob. After this head to the very top and go through the little vent on the right. This leads us to the Central Unit.

Another Central Unit, and this is the last one! Sadly the fight is still exactly the same. The one thing that changes is that we now have 3 turrets and 3 lines that shoot out fiery rings. This makes the fight just a bit tougher, but nothing you haven't seen before.

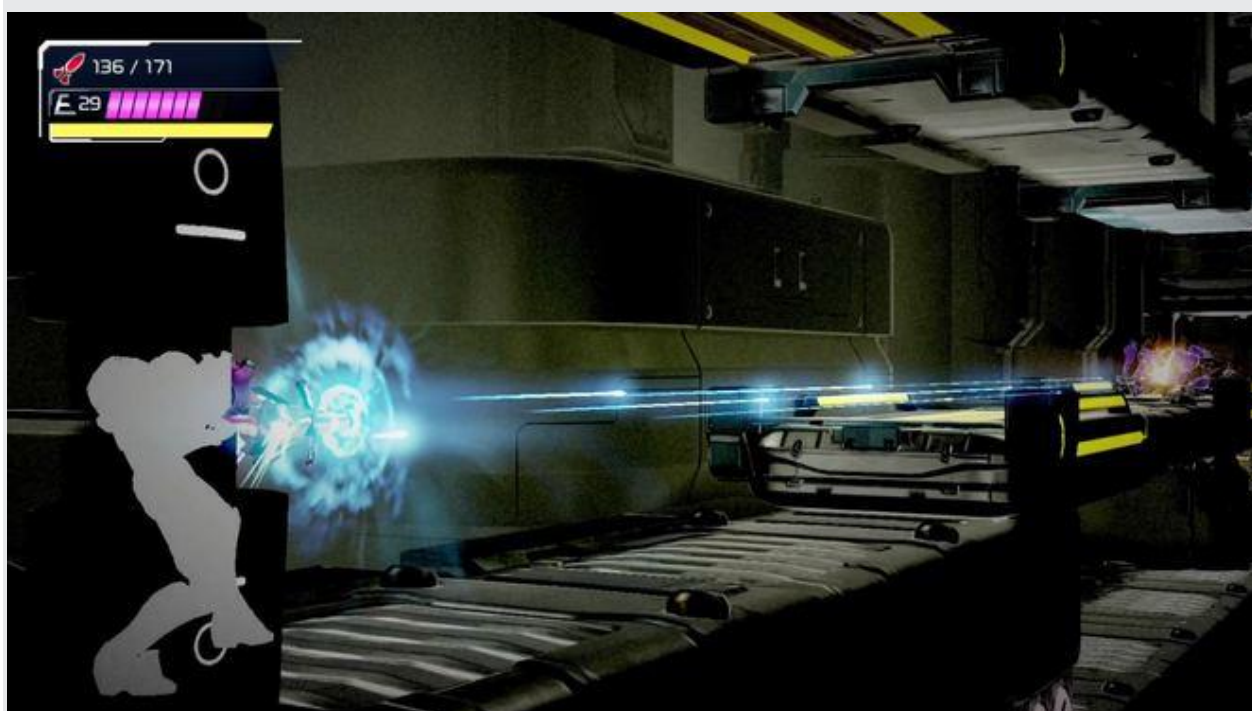
We now have the Omega Cannon! Again, enjoy it because it's the last time. Blast through the door on the left and here you'll want to blast the button on the left side of the room.



This lowers the water and lets us move forward using the [Morph](#) Ball Launcher. From here you're going to have to be quick! You're going to need to use your bombs and Screw Attacks and head left. You want to be extremely fast here, but when you reach the second wide beam block you'll see there's a path above you where you need to use your Flash Shift to prevent the doors from closing.



Follow this upper path and at the end quickly turn around and this is the long area you want to use to destroy the EMMI. You have more than enough space to destroy both the face armor and the unit's [core](#) once the armor is off.



Destroying this EMMI will net us the **Wave Beam**! Finally!

WAVE BEAM

Wave Beam is the ultimate upgrade for our cannon. It allows us to basically shoot through walls. Unlike the Diffusion Beam that only let's us hit stuff on the other side of a wall, this beam actually goes through walls, which makes it easier to kill enemies. It also changes our beam from green to purple, which is way sexier... and it also means we can now destroy those purple barriers we've been seeing over the doors. These are Wave Beam doors. That's good to know!

And with this remember that Wave Beam door in the upper left of the EMMI zone from before? Head up there, blast through and blast the red blob behind. This leads us to the exit of the EMMI zone and into a **Save Room**. Use it and head left. Do you know where we are now? We can now destroy the red blob above us. Do so and use the Elevator to head back up to [Hanubia](#).

Hanubia - Second Visit

With the Wave Beam now in our possession we can now move deeper into this place! Follow the path back towards the top and go through the Wave Beam door on the right when you get to it to trigger a little cutscene. These are so well made I really enjoy them!

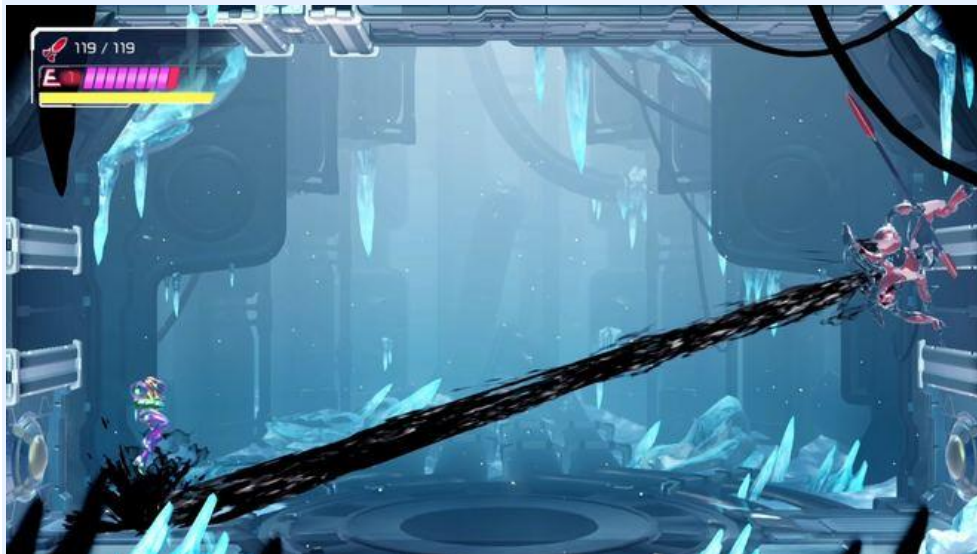
When the scene is over head right inside the EMMI zone. As you're going through it you'll be attacked by the EMMI. You cannot do a thing on it so let it attack you and watch the scene. Yeah, another one of these amazing cutscenes. Right after, however, we'll be fighting a Shielded Chozo Soldier. The fight is the same exact as the previous one we had, so I'll copy/paste the strat from before if you need/want it.

SHIELDED CHOZO SOLDIER

Just like before, the Chozo Soldier uses the same attacks as his non-shield counterpart. It likes to use the same attacks, which are jumping on a wall, jump from there and try to impale you with his spear. His second attack is when he's slowly walking towards you and tries to impale you by sticking his spear forward.

Both of these are the same attacks as before. What changes here a little bit is the fact that he'll block your missiles you [shoot](#) at him. You have to wait a little bit for after he attacks you can shoot at him back. He can also try and slam his shield in your face so be careful and don't be too close to him.

He still has a second phase where you see the X taking more control of the enemy. He retains his old attacks, but he has a new one: he jumps to a wall and shoots out this black liquid at you. The shot doesn't move once he spits it out so stay close to him and start running to a side to avoid the attack.



Here try using your [Storm](#) Missiles. Use these to see just how fast he'll go down. It's pretty cool.

Remember that at the end you'll have the QTE where you need to parry his spear attack.

After the fight Samus will absorb the EMMI, which gives us our final ability, the **Power Bomb**.

POWER BOMB

These are our own little nukes. These are used when we're in our Morph Ball and to use it you simply need to hold **R** and press **Y** once you're shinning to place it.

This thing explodes and destroys everything in the area around you. This doesn't only work for the room you're in, but it affects the entire area that's in your minimap. If there's more than one room in your minimap then all of them will be affected by the Power Bomb. This is insane and hence the reason why our Power Bombs are very limited.

Also note that you can kill all the enemies within the explosion, so that's fantastic!

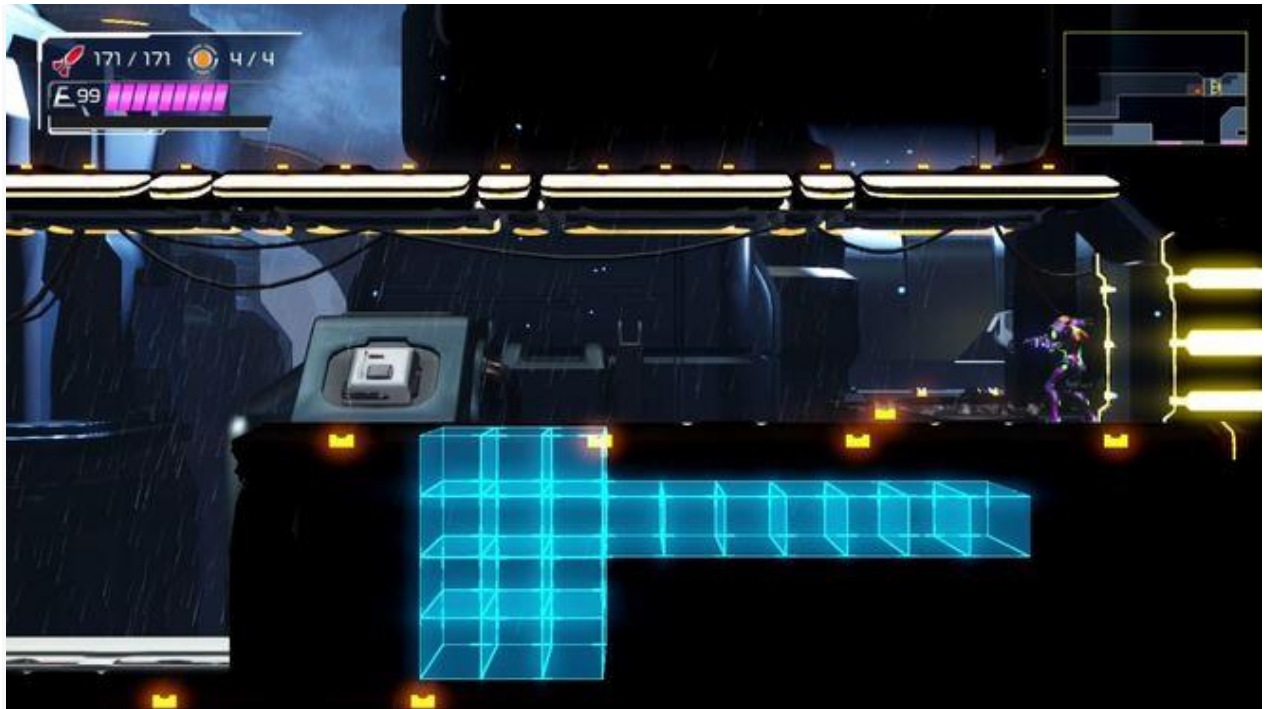
It seems we're in a dead end now. Go ahead and head out of the EMMI zone. Out here use one of your new Power Bombs to blast the roof above you (there's a **Full Refill Station** to the right). Head up and through the EMMI door. Are we in a dead end? Nope, use a Power Bomb to blast the hallway here.

Head up and go left. Continue following the path until you leave the EMMI zone.

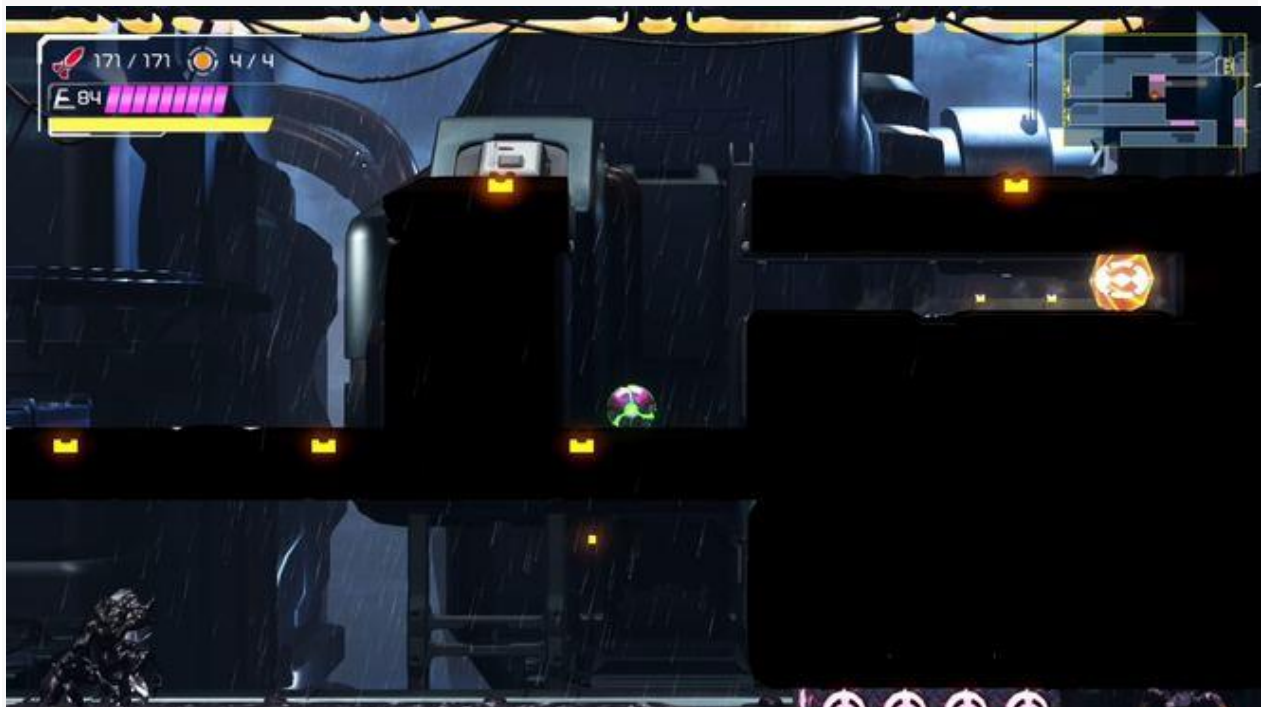
Out here use your radar and you'll see the floor is full of breakable blocks. These are for your Power Bombs **BUT DON'T** break them. It'll make your life easier. You can still do what we're going to do if you break them, but it's a bit harder (trust me, I learned the hard way).



With that note out of the way, open the door on the left but don't fully go through. The door will close behind you and you'll have to go all the way around. Use your radar and you'll see several blocks you can break below you. The first row is made out of Morph Ball bombs, but the ones below are for your Speed Boost (you see now why I told you not to break the blocks?).



For this you want to run through the door to [gain](#) momentum, bomb the first row then use your speed to break through the bottom row. Once you manage to do this you'll get a **Power Bomb Tank**. Nice!



As you head left into the **Network Station** you'll have another talk with Adam. It seems the [Metroid](#) DNA in our boddie has fully awakened. Oh no so that's what we've been seeing Samus struggling with? He also tells us that he's detected a fortress in the sky. Ok? That's where we're going!

Leave through the left-hand door and past the Refill Station you'll see that the entire tunnel is wrecked. Use a Power Bomb to destroy the ceiling and make your way to the very top. Up here you'll see there's a wall on the left that we cannot open. Not yet anyway. Instead head right through the Wave Beam door and outside go right past the enemy through the hole, then follow the vent on the bottom (under the Refill Station) to find a **Missile Tank**.



That's all the items in this zone. Use the Refill Station and go up into the door on the right where we'll have to fight a special Shielded Chozo Soldiers. This one is golden and he's exactly the same as the other ones we've fought, with a couple tiny differences:

- You cannot damage him through his shield, nor you can destroy it. You can only hit him when he puts down the shield, or from behind.
- He hits like a truck, and I mean he hits HARD. One of his attacks can hit for 3 full bars and then some. Yeah, he's hard.

Again, this is a fight you should know from memory by now. Take it slowly and take him down.

After the fight, head right and you will find an Elevator leading to the final location on the map - [Ilorash](#), the abode of the final boss.

Note: We now come to a [decision](#) point. As we have all the upgrades for Samus's suit, we are now able to revisit any of the previous zones to track down the remaining Missile Tanks, Power Bomb tanks and Energy Tanks. We can do so via the following:

- [Collectathon - Artaria](#)
- [Collectathon - Cataris](#)
- [Collectathon - Dairon](#)
- [Collectathon - Burenia](#)

- [Collectathon - Ferenia](#)
- [Collectathon - Ghavoran](#)
- [Collectathon - Elun](#)

Alternatively, we can just head over and use the Elevator to reach our our [final](#) destination, [Ilorash](#) to take on the final boss.

Collectathon - Artaria

Once we have unlocked all of the abilities, we can revisit **Artaria** to mop up any remaining collectibles. If you have been following our walkthrough, you should have a good chunk of them by now, this page is to help you track down what we missed earlier! Here are the collectibles in question:



Energy Tank

Head to where you found the Varia suit, in the high-heat area in the upper left of the map. On the far, left of this area, you will find a Morph Ball bombable passage leading to a yellow Flash Shift [platform](#) and just past this the Energy Tank in a space in the ceiling guarded by Speed Booster blocks.

We need to stand just left of the yellow platform and build up a speed boost running to the right. Just before hitting the right-hand wall, you should be able to activate a Shinespark. Quickly Flash Shift back across the panel and aim your Shinespark launch upwards in the far, left corner to reach the upgrade.



Missile Tank

On the far, left side of the EMMI area, there is a very tall room with Spider Walls on the right-hand wall and a purple shielded door in the upper left. Enter the hallway between the pair of Spider Walls and proceed to the right until you hit a wall - shoot this to reveal a small hole we can squeeze into as a [Morph Ball](#).



Here's the tricky part. We need to run from left to right along this hallway, activate a Shinespark and then squeeze into the gap in the wall as a Morph Ball. At this point, activate the Shinespark and launch Samus to the left - she should fly directly across the large room and through a weak spot in the far, left wall and some Speed Boost blocks inside of it. Here you will find the Missile Upgrade.



Missile+ Tank

This can be found in the room to the right of where we fought the Chozo Soldier boss in the frozen area in the lower, left corner of the map. In this room, there is an Energy Tank, which we picked up during the walkthrough above. The Missile+ Tank is a little further along this platform behind some Speed Blocks.



Missile Tank

This can be found in the room to the right of where we fought the Chozo Soldier boss in the frozen area in the lower, left corner of the map. Head for the lower, right-hand door - there is a series of Speed Booster blocks below it. Build up a Shinespark moving down the hill towards the door, enter Morph Ball mode when you reach the first block and then Shinespark launch through them to the right. Follow this passage to the end to find the upgrade.



Missile Tank

From the [Network](#) Station by the upper, right-hand side of the EMMI zone, enter the upper left door. In the next room you should see the Missile Tank in a small alcove above.



Missile Tank

From the far, right hand Save Station, exit the right door. Climb the shaft above and enter the first door on the left. Proceed through the lava (or the Spider Wall roof) to the far, left side of this room to find a



platform with a Missile Tank.

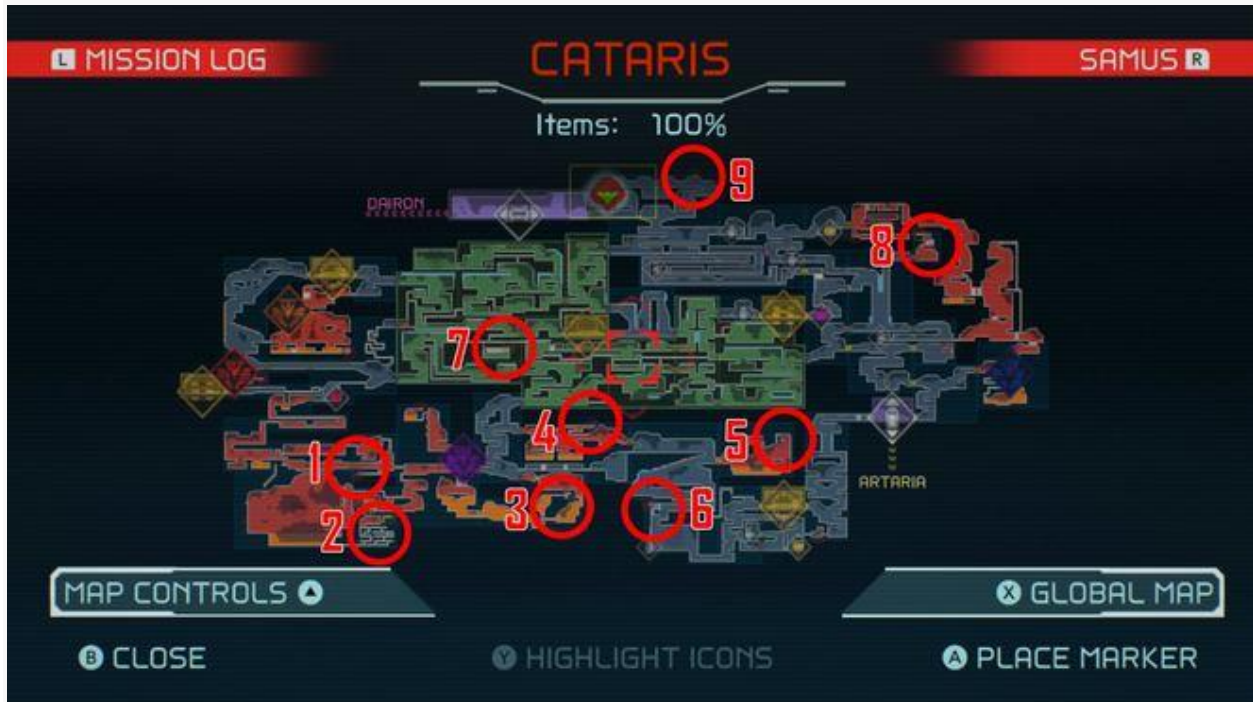
Missile Tank

You will find this one in the high-heat room just left of the elevator to Cataris. The upgrade is located near the top of the room.



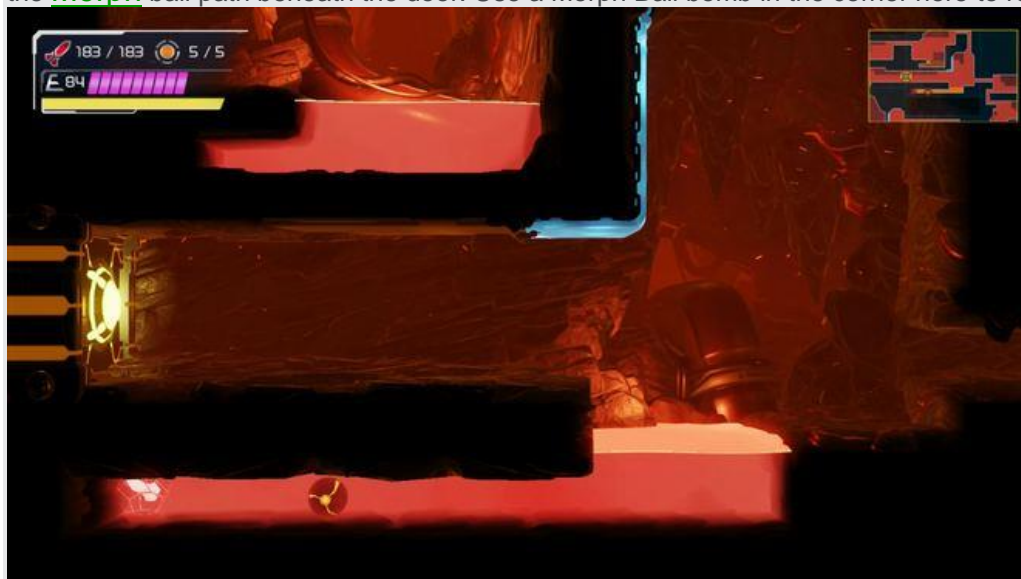
Collectathon - Cataris

Once we have unlocked all of the abilities, we can revisit **Cataris** to mop up any remaining collectibles. If you have been following our walkthrough, you should have a good chunk of them by now, this page is to help you track down what we missed earlier! Here are the collectibles in question:



Missile Tank

In the room with the boss door just before the Kraid fight, drop into the lava and roll through the **Morph** ball path beneath the door. Use a Morph Ball bomb in the corner here to reveal the upgrade.



Power Bomb Tank

Return to where we fought the Kraid boss. Jump into the lava with your gravity suit and in the bottom, right hand corner you'll find a Morph ball tunnel. Follow this tot the right and climb up the little maze here. At the top you will find the **Power Bomb Tank** upgrade.



Energy Part

From the Purple Teleportal, go through the grapple door leading right. Climb into the crawlspace above the inactive door here. On the far side, you'll see the door below blocked by a purple shield. Shoot this through the floor and then open the door. [Quickly](#) return to the left and head inside before it closes. Proceed inside and drop down into the lava, Remove the Grapple block at the bottom.



Next, head back to the passage directly below the Purple Teleportal. Here you will find a series of breakable blocks on the floor. Drop down through here and into the pool of lava below. Proceed through the Morph Ball tunnel on the right. This room has breakable Speed Booster blocks on the right-hand wall and Power Bomb blocks on the left. Use a Power Bomb to clear a path and then return to the previous room and Power [Boost](#) through the blocks.



In the small gap afterwards, use a Spineshark to launch upwards. At the top, proceed to the right to find the Energy [Part](#).



Missile Tank

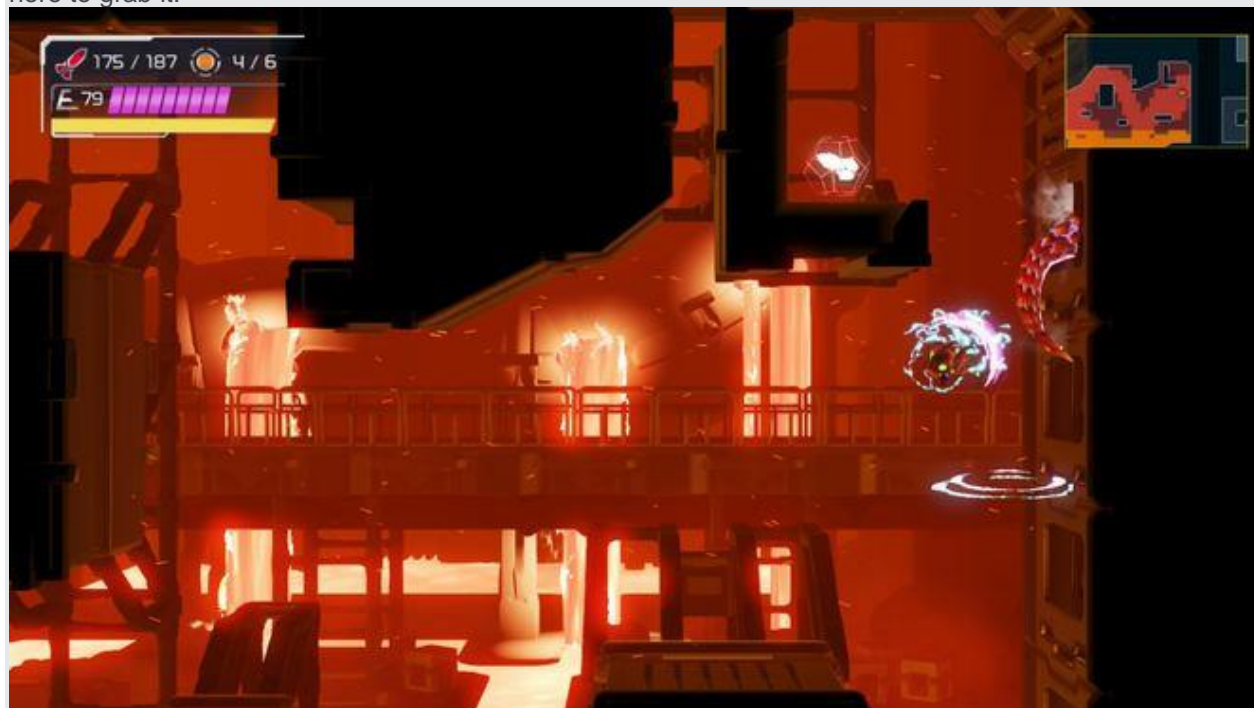
From the Purple Teleportal, go through the grapple door leading right. Climb up to the door midway up the right side of the room and head in. In the upper right corner of this room you will find three red blobs. Shoot all three and then climb to the Morph Ball tunnel in the upper right to find the upgrade on the next [screen](#) over.



Missile Tank

Head for the high-heat room located above the [Network](#) Station in the lower, right corner of the map. In this room, in the upper right-hand corner there is a small ledge housing the Missile Tank. Space Jump up

here to grab it.



Missile Tank

In the room directly to the left of the Network Station in the lower right corner of the zone and above where we fought the Experiment No. Z-57 boss, look for the closed thermal trapdoor. Just above and to the left of this is a set of weak blocks that can be destroyed with the Screw Attack. Behind them you will find a Missile Tank.



Bomb Tank

In the lower, left-hand portion of the EMMI zone, you'll find a long Morph Ball tunnel with a Power Bomb block in the floor. Power Bomb this to find a small hidden area below. You'll find the upgrade at the end of a Morph Ball path made up of weak blocks. We won't be able to cross them just yet. To do so, use the path before and after the door above and left of the Morph ball tunnel to build up the Speed Booster and Shinespark required and then quickly roll through the vent to the area of interest and launch across to the collectible.



Power Bomb Tank

Climb to the top of the large vertical room with the pair of Spider Wall lifts. Remember the upper right, room, accessible via the grapple door? We can finally access the goodies here. There is a Spider Wall platform with two sets of blocks below it - the lower set is made of three Missile blocks and the upper set Morph Ball bomb blocks. We need to destroy all of these at the same time and then grab onto the underside of the platform to pull it down before they regenerate. To do so, use a Power Bomb to clear the Morph Ball blocks and then quickly missile the lower set of blocks before Screw Attack/Space Jumping up to the Spider Wall and pulling it down to claim your prize.



Missile Tank

This is located behind some Speed Booster blocks in the highest part of the zone. To get this, we need to head for the Shuttle leading to Dairon. From here, get your speed up and shoot through the door. Slide through the block and immediately jump across the gap (jumping after the slide will maintain the speed). When you land, trigger the Shinespark and then quickly hop up the platforms before triggering the Shinespark jump at the blocks.



Collectathon – Dairon

Once we have unlocked all of the abilities, we can revisit **Dairon** to mop up any remaining collectibles. If you have been following our walkthrough, you should have a good chunk of them by now, this page is to help you track down what we missed earlier! Here are the collectibles in question:



Power Bomb Tank

When coming from the left teleporter coming from Ferenia, once you enter the EMMI zone you'll be able



to immediately see your item.

Missile Tank

Go left from the previous area and you can find your item at the bottom. Use a Power Bomb to reveal the blocks on the bottom right. To get this use a bomb to destroy the first block, then shoot 4 missiles to

destroy the 4 blocks, immediately go inside and use a Cross Bomb to get to your item.



Missile Tank

In the high-cold room in the upper left corner of the zone, you can find some speed blocks on the bottom left you can destroy.



From here go down through the screw blocks, destroy the enemies then go left to reveal your item.



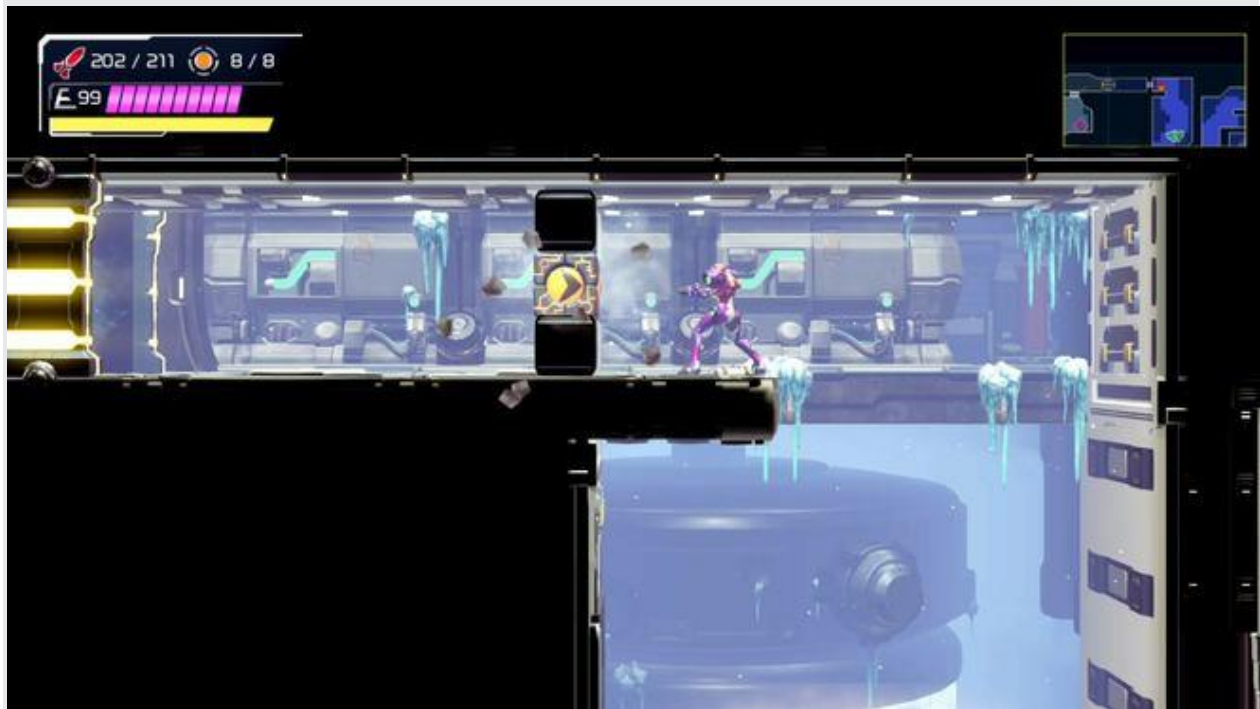
Missile Tank

In the same room as the previous [item](#), head up and you'll see a red blob in the wall on the left. Destroy it to reveal your item. You'll also reveal a door to leads to a transporter to Ghavoran, which is nice.

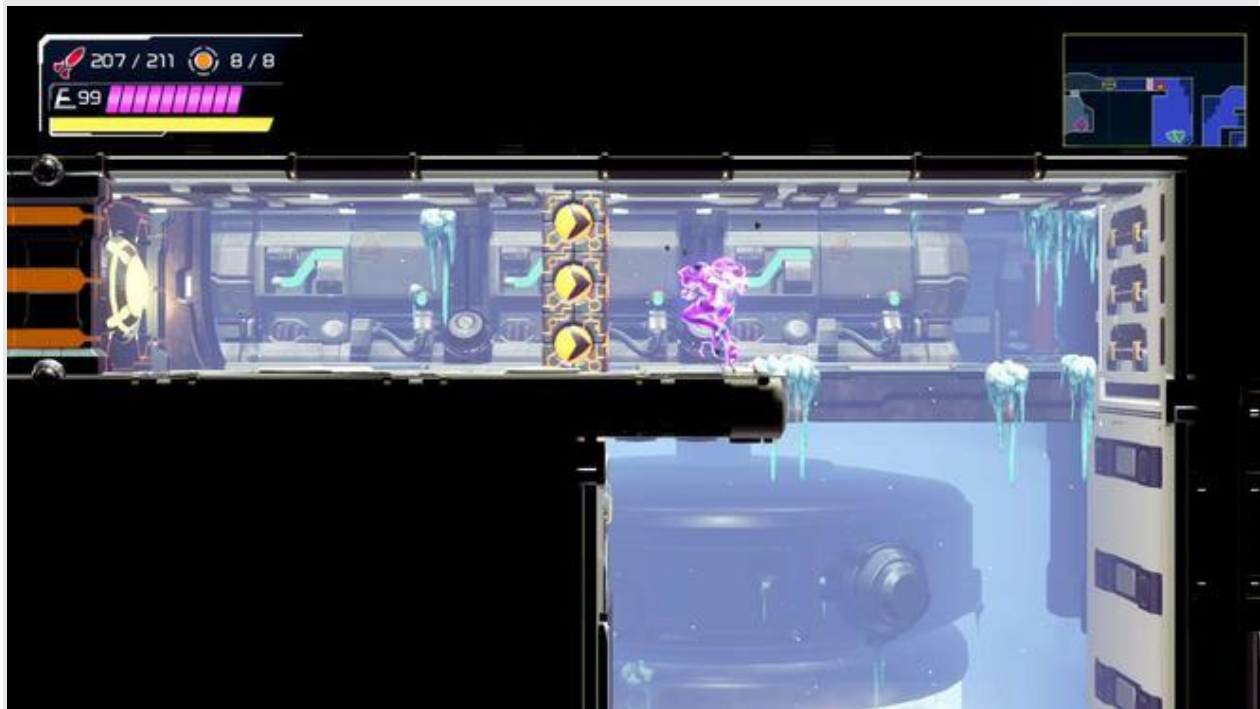


Energy Part

In the same room as the previous item, if you head to the very top left of the area you can find an entrance. This entrance is blocked by some speed blocks.



To get your speed boost, head down to where there's a block of frozen water and from here charge your Shinespark, quickly move upwards and break through the blocks to get your item.



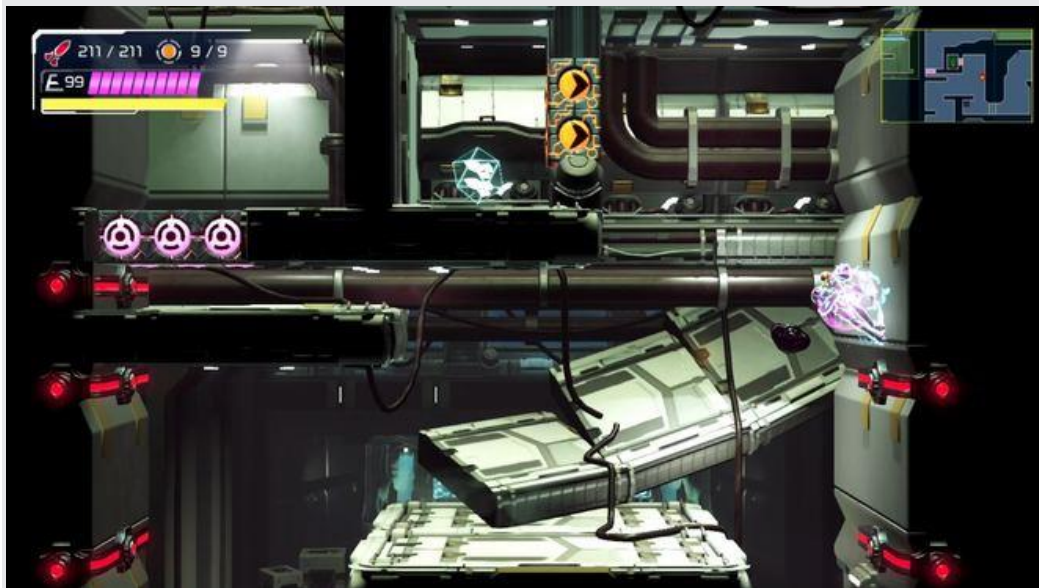
Missile+ Tank

[Head](#) to the area marked on the map above and you'll see your item behind a wall of speed blocks.



To get your speed boost head to the bottom of the room and shoot a missile at the bottom right block to find that it's a speed block. We need to go further back. Go in the room on the right and move to the bottom where the Refill Station is.

You want to go inside the EMMI zone and run left from there, jump over the ledge, jump off the wall, slide through the block under the door and from here you'll need to jump off from wall you wall until you get inside the little cubicle where your item is. Sounds nuts, but very doable and rewarding.



Power Bomb

Inside the same room as the previous area, get rid of the Storm Missile block and head through.

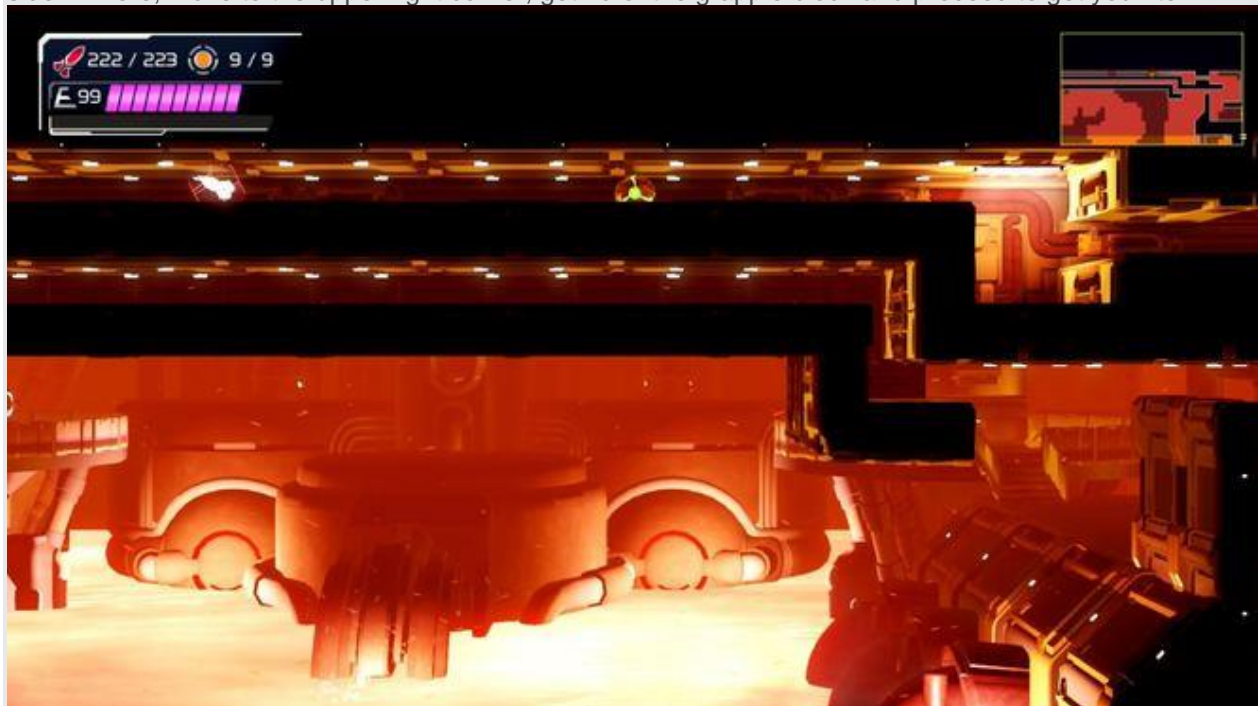


Use a Power Bomb on the right side of the room to reveal all the blocks. Simply use a Cross Bomb to destroy the pink blocks, stand on the ones on the left to pull the grapple block. Use another Cross Bomb to cross and look for the block you can destroy on the ceiling. Go through to find your item.



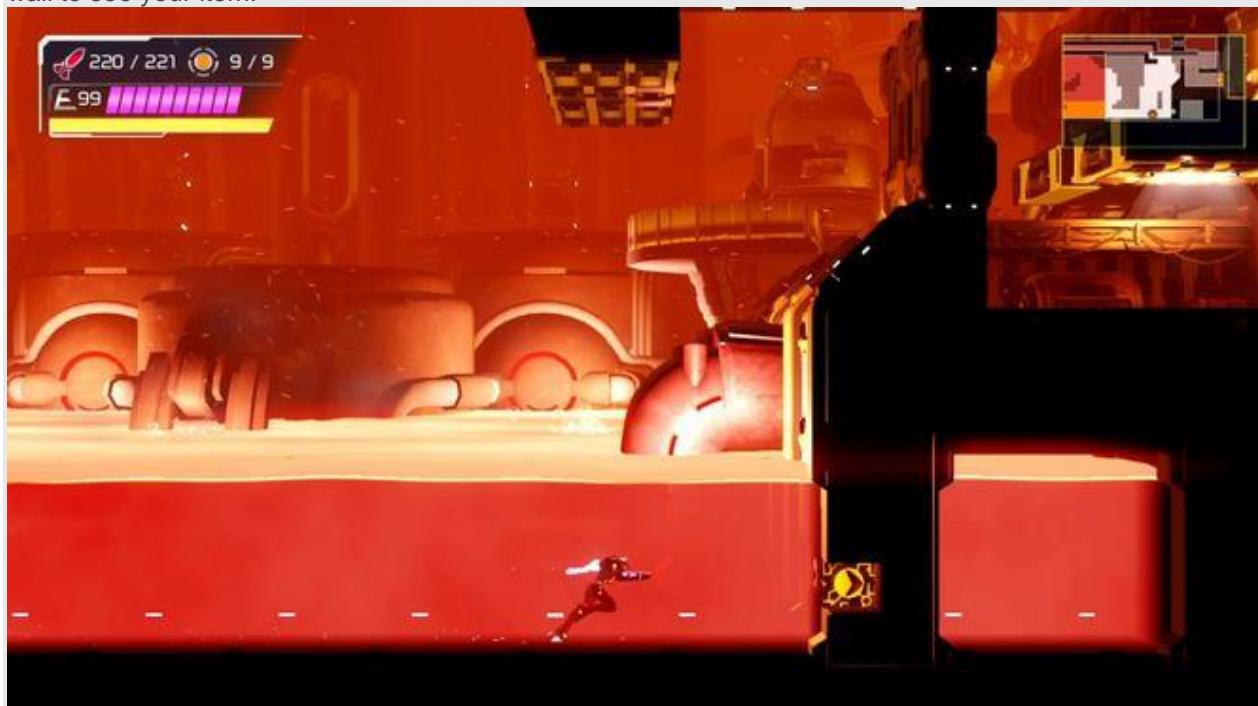
Missile Tank

Left of the transporter that leads to Artaria is a high-heat room. You need to enter this room from the left side. In here, move to the upper right corner, get rid of the grapple block and proceed to get your item.



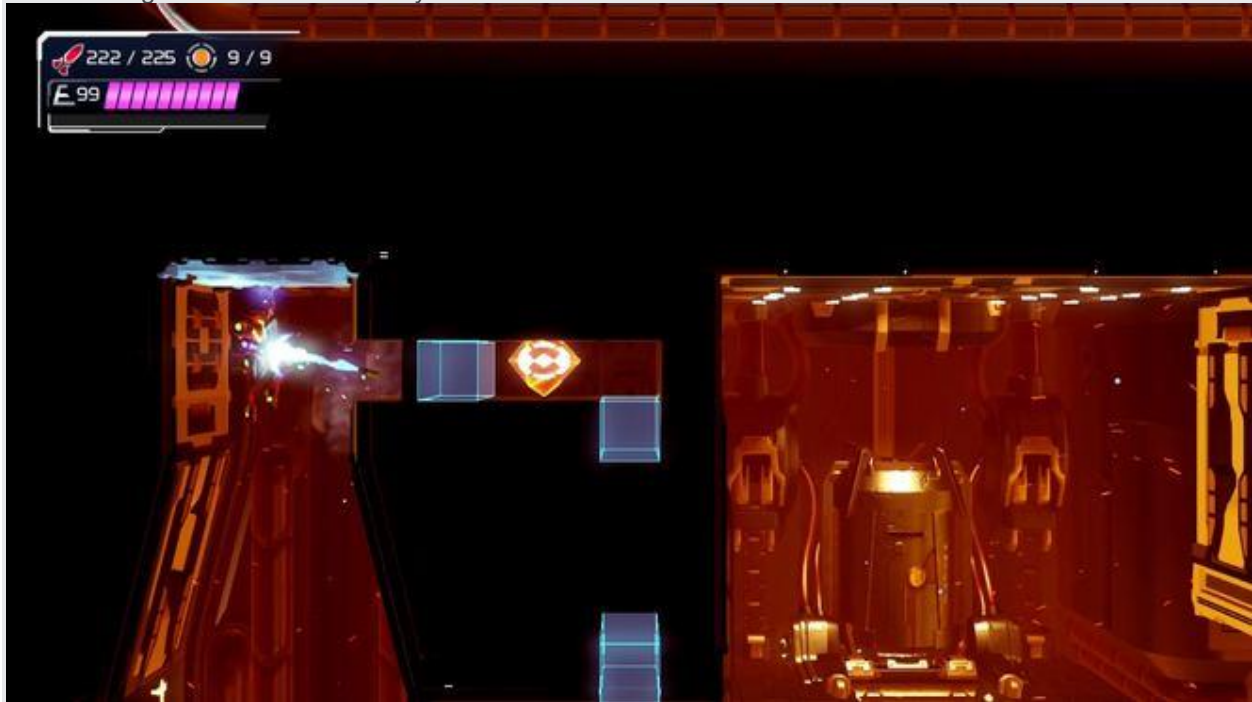
Missile Tank

This is in the same room as the [previous](#) item. Jump inside the lava and speed boost right through the wall to see your item.



Power Bomb Tank

From the previous [items](#) head right into the teleporter room, hang on to the spider wall above you and break through the blocks to reveal your item.



Collectathon - Burenia

Once we have unlocked all of the abilities, we can revisit **Burenia** to mop up any remaining collectibles. If you have been following our walkthrough, you should have a good chunk of them by now, this page is to help you track down what we missed earlier! Here are the collectibles in question:



Missile+ Tank

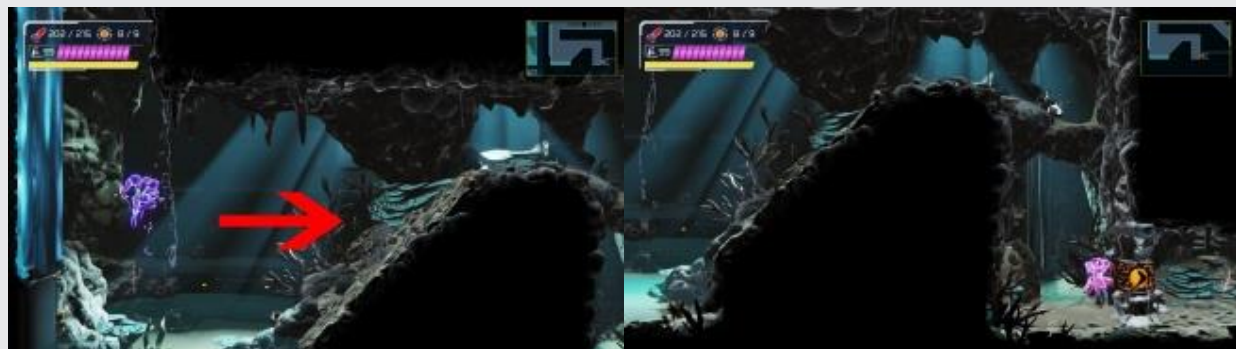
From [the Green](#) Teleportal, head through the Morph Ball bomb blocks on the right and down the shaft. The floor in front of the door here is covered in Speed Booster blocks. Open the door and from the next room, run back to activate a Shinespark. Use this to blast through the floor to find a second door below... And now the fun begins.

We now need to perform a pretty tight platforming sequence using not one, but three Shinesparks in a row, its going to take you a few tries, no doubt. We'll try to explain it as best we can. To start, return to where we charged up the Shinespark to bust through the floor. You should be able to activate one just before reaching the edge of the [platform](#).

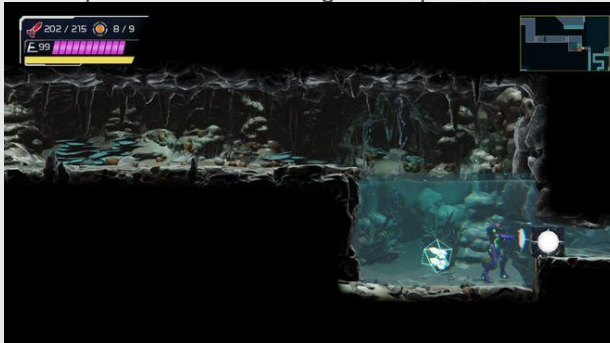


Drop down and head through the door, drop again and quickly slide through the gap. As you fall, shoot the blocks below and as you pass them, activate the Shinespark and launch Samus at the ramp on the left.

Keep holding to the left and Samus should maintain the Speed Booster speed, slide under the overhang and then immediately charge up another Shinespark. Drop off the ledge here (don't touch the Spider Wall opposite) and as you fall, when you are aligned with the ramp on the right, activate the Shinespark.



Again, Samus will race up the ramp and maintain her speed - hit the charge up Shinespark button as soon as she reaches the flat at the top of the ramp. Finally drop down the next gap and use the Shinespark to launch through the Speed Booster blocks on the right to arrive at your prize.



Power Bomb Tank

Power Bomb Tank - This is located in the very bottom of the Burenia region, just below the room with the Gravity Suit. In this area you will find a Power Bomb Block on the floor - destroy this with a Power Bomb to find a set of Speed Booster blocks inside. Move into the hallway to the left to build up a Shinespark using the Speed Booster and then quickly return to the Speed Blocks and destroy them for the upgrade.



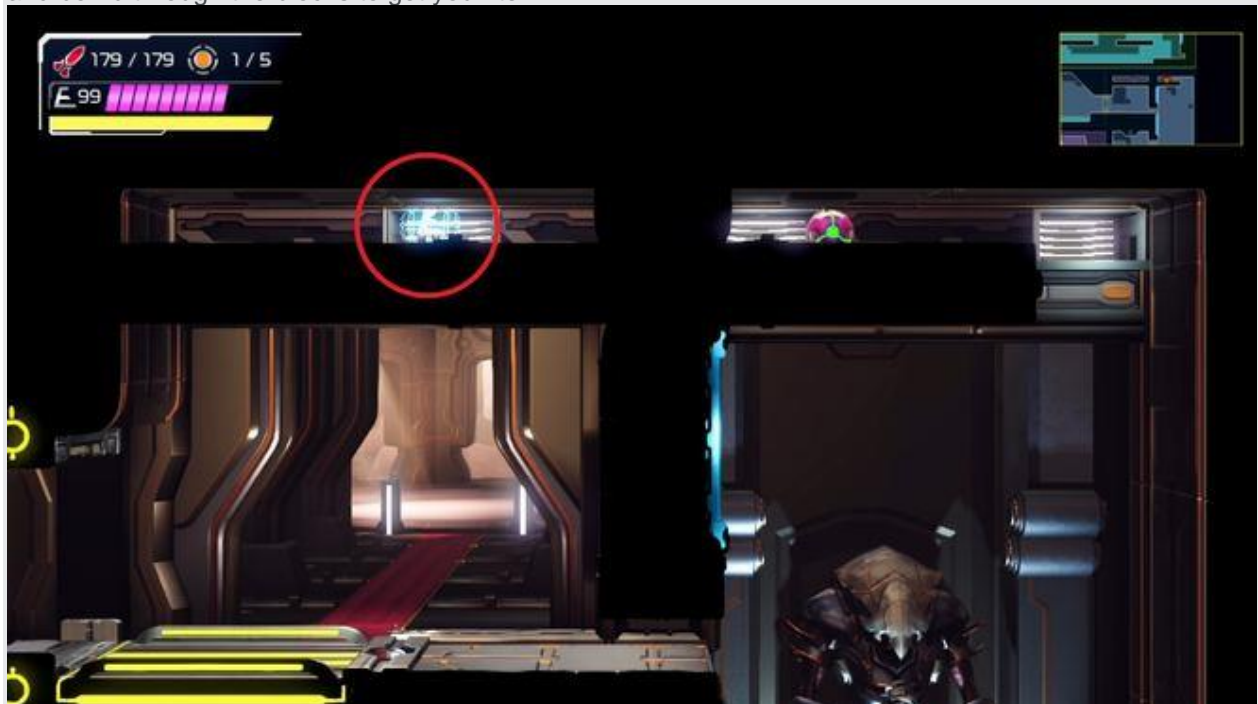
Collectathon - Ferenia

Once we have unlocked all of the abilities, we can revisit **Ferenia** to mop up any remaining collectibles. If you have been following our walkthrough, you should have a good chunk of them by now, this page is to help you track down what we missed earlier! Here are the collectibles in question:



Energy Part

In the room to the right of the transporter that takes us to Dairon (the one on the right), head to the top and bomb through the blocks to get your item.



Power Bomb Tank

Inside the large room to the left of the previous item, use a Power Bomb to destroy the blocks at the top and grab your item.



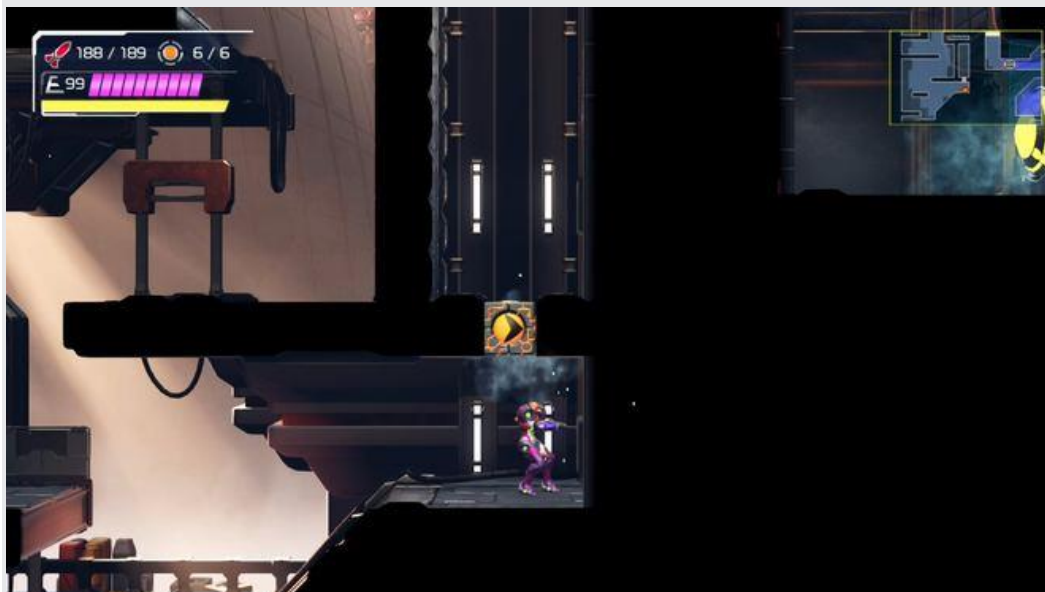
Missile+ Tank


Inside the room to the right of the transporter that takes us to Dairon (left one), you can see a Missile+ Tank behind some speed blocks. To destroy them you want to run from inside the cold room above transporter room into the room to it's right, stop in the depression, switch to morph ball and roll left under the ledge and launch down and diagonal right to break through the bomb blocks and speed blocks to get the Missile+ Tank.



Energy Part

Head inside the high-cold room above the left transporter that takes you to Dairon, head to the top and go left through the Wave Beam door. Follow the path in here and you'll see our item, the Energy Part. Destroy the blocks underneath to see you need speed to destroy these.

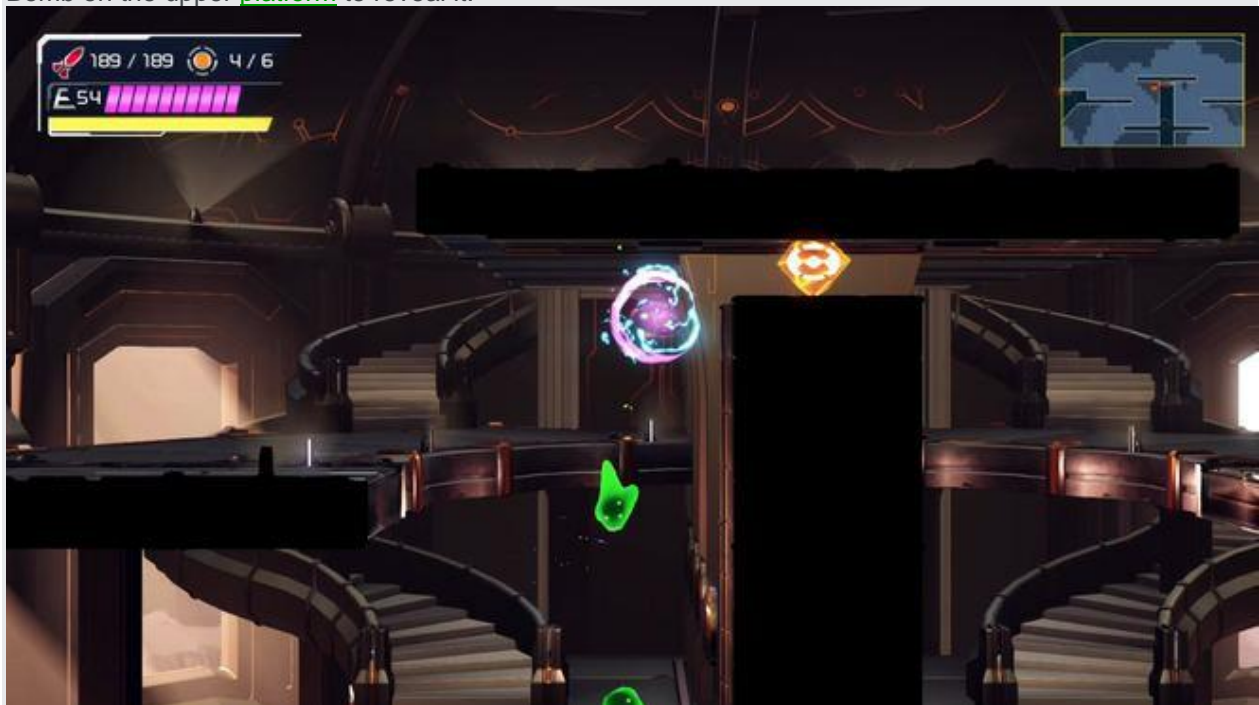


Knowing this, head to the bottom and destroy the red blob to reveal a path into the transporter room. We need to gain momentum and charge our Shinespark, then we got to take it to the top and go through the blocks to get your item. To do this run from inside the transporter room, go through the hole on the left and press  to get your Shinespark. From here space jump upwards and get your item.



Power Bomb Tank

At the top of the top main room, where we previously fought the 2 Robot Chozo Soldiers. Use a Power Bomb on the upper platform to reveal it.



Missile Tank

From the previous item head left through the save room and in here head to the top and use a Power Bomb to reveal your item.

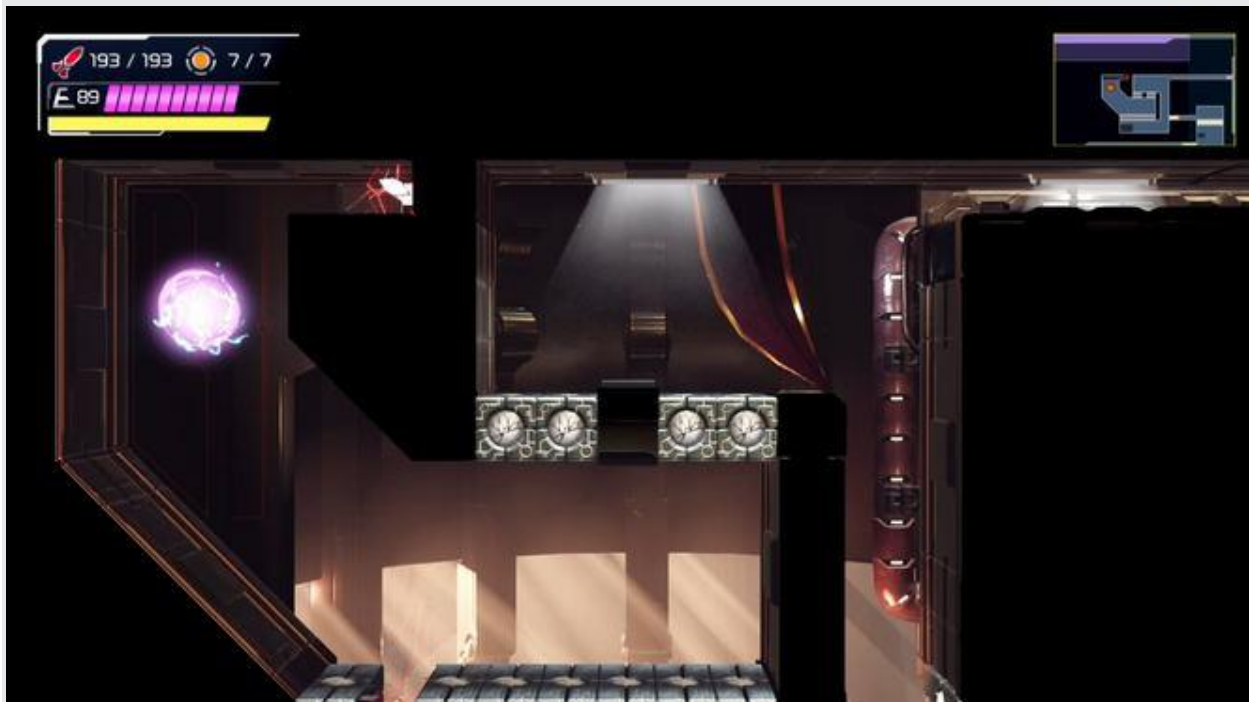


Missile Tank

Inside the same room as the previous [item](#), go left through the water and you can find a path on the left you can go through. You need to destroy a block to go through.

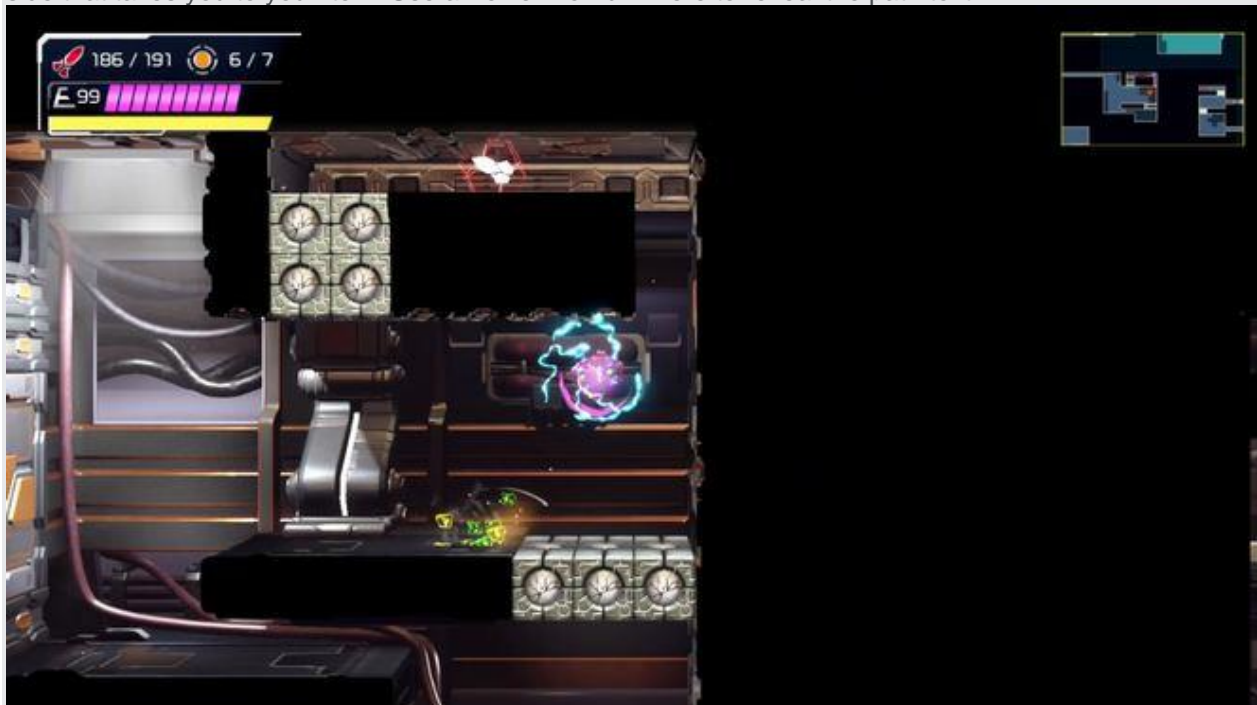


In this room shoot the red blob to create a path for your item, then [space](#) jump to it.



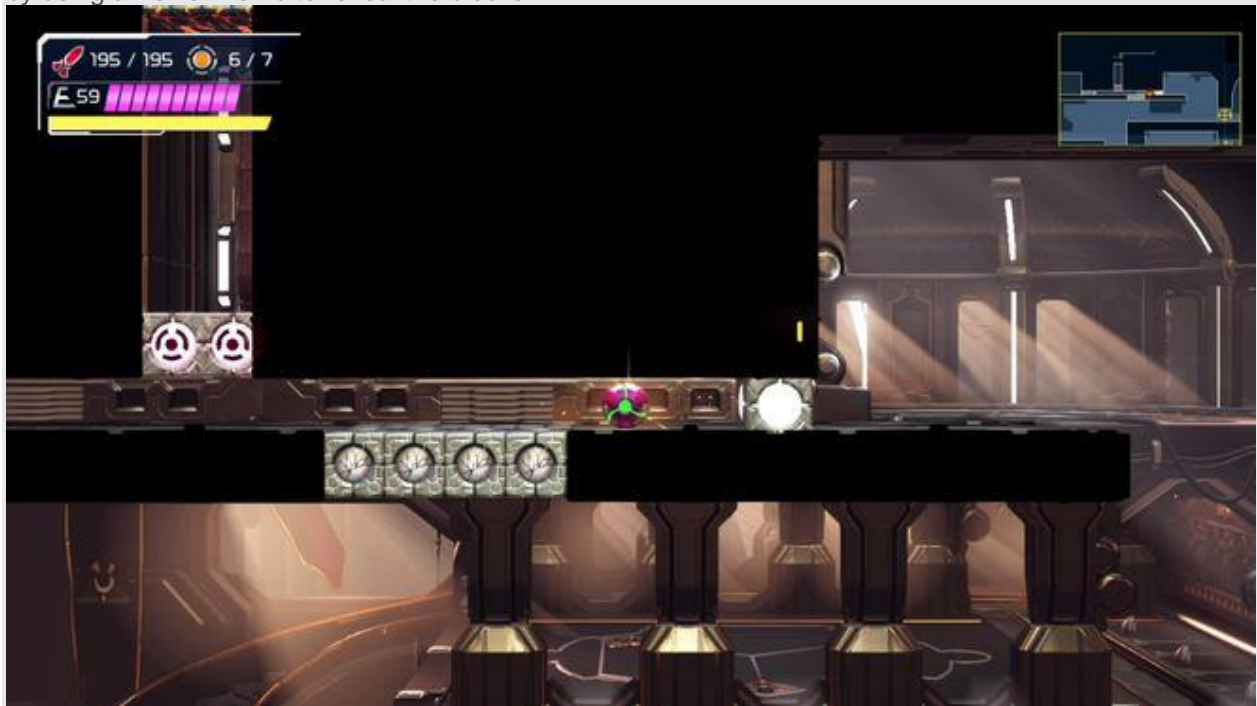
Missile Tank


In the same room as the previous item, destroy the blocks in the bottom right side to reach a tiny room, then break blocks in the bottom left again to reach a larger room. In here you can find a vent on the right side that takes you to your item. Use a Power Bomb in here to reveal the path to it.



Missile+ Tank

In the room outside the transporter to Ghavoran, you can find your item in the little vent above you. Start by using a Power Bomb to reveal the blocks.

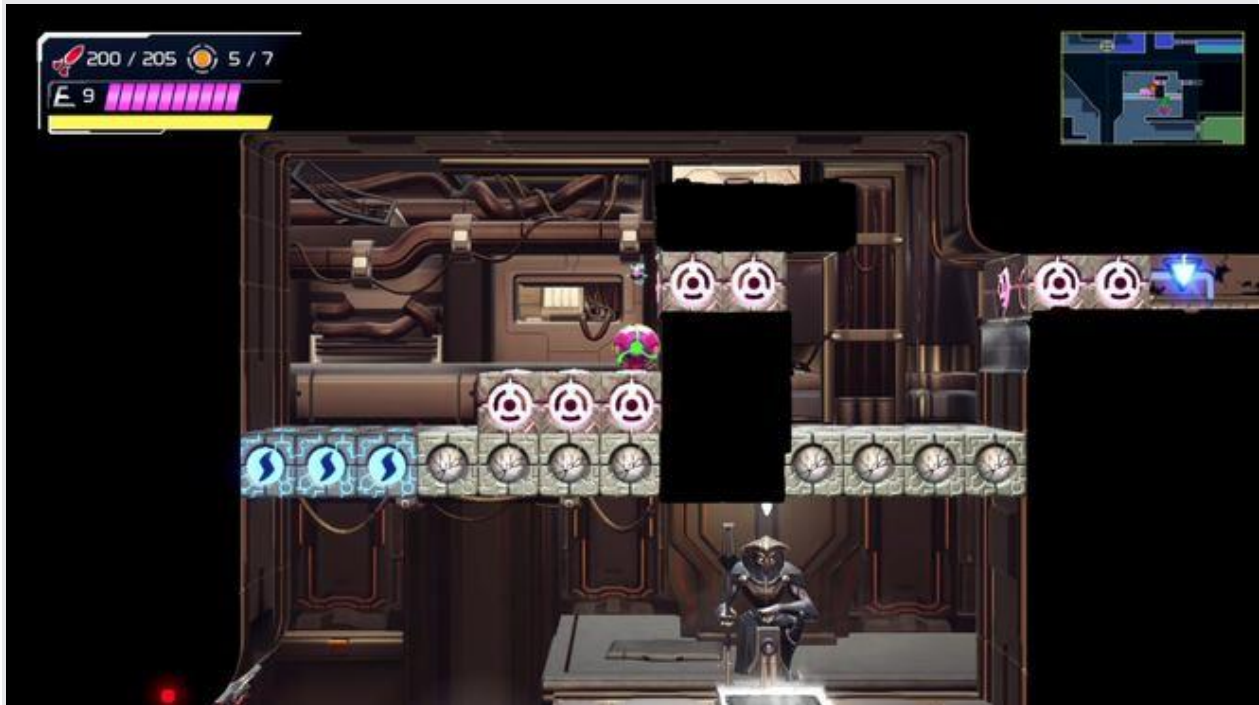


For this you need to destroy the white blocks, hop across the ones that disappear, bomb the other blocks AND use your Speed Boost's Shinespark to break through the blocks above. Yeah, a lot! To do this, I was hanging from the edge below (right above the water, and from here you want to break the upper right white blocks, then sprint to the right to gain momentum, and as you charge up jump and jump off the wall and as you land on the upper left platform press  to charge your Shinespark. From here the white blocks should still be broken, so move left, use a Cross Bomb to hop over the other blocks, bomb the pink blocks and IMMEDIATELY boost upwards. Takes a while to do this, but it's great once you do it.



Energy Part

From the large room where you killed the 2 Robot Chozo Soldiers at the top of the zone, head through the bottom right door and above the Energy Refill Station is our item. Use a Power Bomb to reveal all the blocks, and you'll see some you can break with your Screw Attack, while others disintegrate, and some are to be destroyed with bombs. Again, use a Power Bomb to reveal them all.



Our objective here is the grapple block we need to get out of the way. Here's how you do it: stand on the screw blocks and use a Cross Bomb to destroy the bottom left blocks. After a second or two, use a Power Bomb to destroy the rest. You want to do this so that the ones on the left appear first, giving you enough time to pull the grapple block.



Go through afterwards and break through the blocks to reach the Energy [Part](#).

Collectathon - Ghavoran

Once we have unlocked all of the abilities, we can revisit **Ghavoran** to mop up any remaining collectibles. If you have been following our walkthrough, you should have a good chunk of them by now, this page is to help you track down what we missed earlier! Here are the collectibles in question:



Missile Tank

In the Morph Ball tunnel above Green Teleportal. Use the Screw Attack to climb up to the tunnel, and Cross Bomb to pass over the collapsing blocks to reach the upgrade.



Missile Tank

In the room with the Green Teleportal, use a Power Bomb to break a block in the floor. Drop down and go through the door to the right. Here you will see five green lights that we can shoot with the Storm Missiles. Do so and return to the Teleportal - you'll see that the right-hand wall is now open. Head through for the upgrade.



Missile Tank

Look at the EMMI Zone just above the Network Station, there will be two exits here. Take the lower exit. Enter the water and in the far, right corner you can bomb the area to find a Morph ball tunnel. In the next room you will find a Missile Tank above. Use Morph Ball bombs to clear the entrance and then climb up to the tunnel. Here, use a Cross Bomb to pass over the collapsing blocks to reach the upgrade.



Missile Tank

From the Elevator to Burenia, enter the door to the right. Enter the water and shoot a missile at the block below the door. There is a Missile Tank here we can snag with Space Jump.



Power Bomb Tank

At the very top of the tall room with the collapsing lichen platforms there is a sloped path on the left. Space Jump/Screw Attack top the top of this to find the upgrade.



Collectathon - Elun

Once we have unlocked all of the abilities, we can revisit **Elun** to mop up any remaining collectibles. If you have been following our walkthrough, you should have a good chunk of them by now, this page is to help you track down what we missed earlier! Here are the collectibles in question:



Missile Tank

From the room where we fought the Chozo Soldier boss, head left. On the next [screen](#) over, you should be able to make out some vents at the top of the screen hop up in here and use your Pulse Radar to identify the weak blocks and follow the path through them all the way to the far right side of the zone.

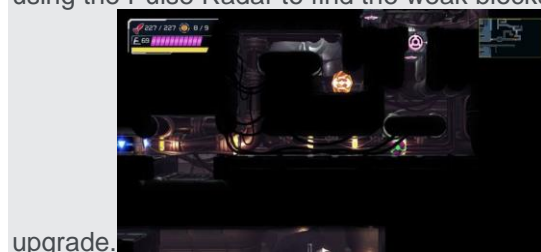


Work your way downwards, fight off an enemy and then continue to the right. Near the top of this area you will find a Power Bomb block. Use a Power Bomb to clear it, climb the shaft it was blocking and at the top, cruise to the left to find the upgrade.



Power Bomb Tank

From the area with the Missile [Tank](#) described above, continue through the vents downwards, again using the Pulse Radar to find the weak blocks to make things easier. At the bottom you will find the



upgrade.

Itorash



This is it, this is our final area. There is not a whole lot to this zone except for the confrontation with the final boss - no power [ups](#), no collectibles just a big fight. There's just a couple of notes we want to make before we proceed further:

PRE-ENDING NOTES

- If you came straight from Hanubia and did not revisit any of the areas to collect remaining pickups, we should currently stand at 999 Energy (99 energy PLUS 9 bars). We should also have 177 Missiles and 5 Power Bombs.
- We can defeat the boss with this, or even less than this so don't fret if you don't have as much as us.
- Feel free to go back down to the zones and collect everything so you can get 100% before fighting the boss.
 - After finishing off the boss and you end the game you can come back to a save point before the final boss and still get 100% if you want.
- We'll have the pages up shortly of us going through the rest of the game and getting 100% items.
 - We took this route because we didn't want to force you, the reader, to 100% the game before finishing it. 100%ing is only for those that really want, and if you so choose to do so, check up those pages.

And with those notes out of the way, simply go around the area and use the Refill Station when you get to it. After that enter the final **Save Room** to the right, save your game, and proceed.

In this room use a Power Bomb and use the lift at the top to reach a **Network Station**. A pretty badass scene plays here and right after we'll be tossed into the final boss.

BOSS FIGHT: RAVEN BEAK

This is it! We can finally set the score with this dude!

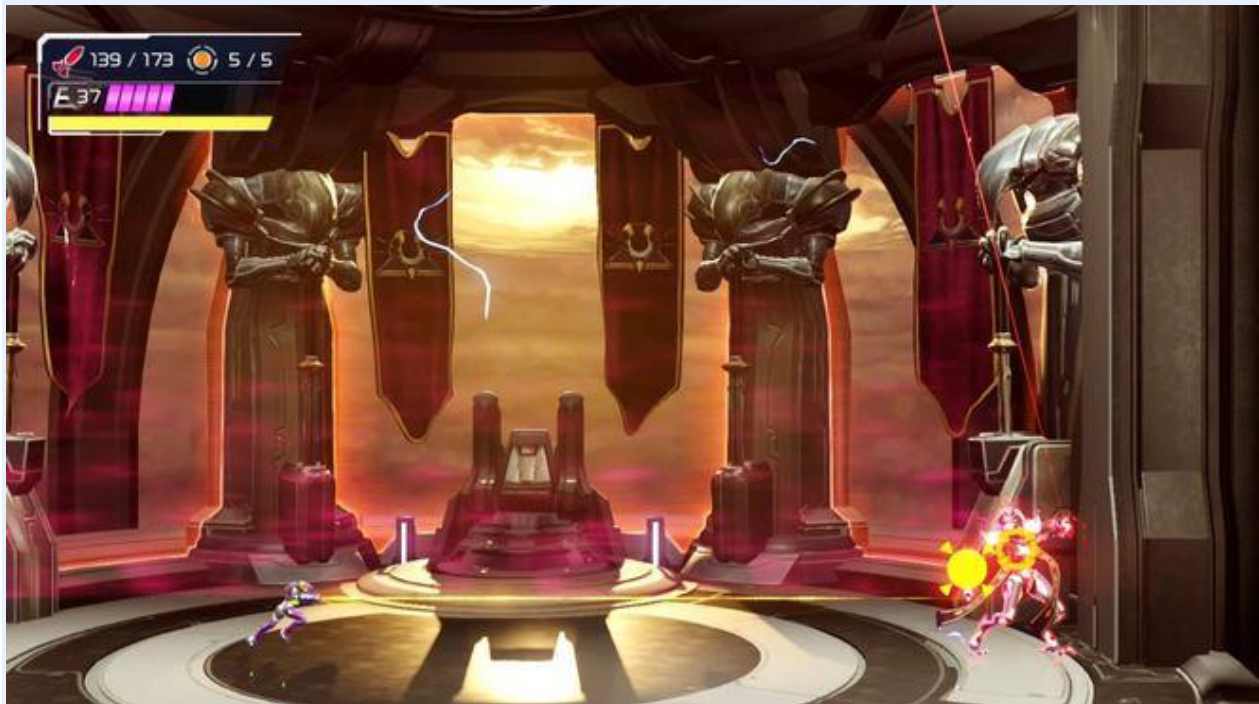
I'm not going to lie, this is an extremely fast paced fight. It's also very hard, but very rewarding as well. Also, let me tell you that this is a fight with 3 phases, and all of them are extremely difficult. Don't worry, the more you see his attacks the more you'll memorize them and the easier the fight gets.

Phase 1

We start out with Raven Beak as you've seen him before, with his robe and everything. Of course not taking the fight seriously. Let's show him just what's in store for him.

For starters, let's talk about how to deal damage to him and how to move through this phase. Do you see the aura around him? This will change color depending on how much damage you've dealt to him. He goes from blue -> orange -> red. To damage him you can simply shoot at him, or course your missiles are going to do the most damage. I highly suggest you use your Storm Missiles to deal as much damage as you possibly can. You can lock-on to him up to 5 times, so that's a ton of damage.

Once you deal enough damage to him he'll charge an attack where you can see the range, which is pretty much everything in the room except for the bottom. You can also know this is coming because the camera pans out and he moves to a side of the room.



Crouch when you see this because it'll trigger a little QTE. You want to hit it because it allows you to shoot several missiles at him.

Once you're ready to move on to the next phase, he'll stand on one side of the room, point his finger at you and taunts you. Approach him and as you get close you'll immediately start a QTE, but I mean IMMEDIATELY!



There will be 2 button prompts, the very first one as you get close and a second one near the start. Hit both and fill him with missiles. Doing this will trigger a little scene where you rip off his robe and he'll bring out the wings. This is phase 2, but let's go over his attacks now.

He has an attack where he raises his cannon and a pink glow appears at the top of it. This creates a laser that hits the entire room, except for the area surrounding him. As soon as you see him raise his hand, quickly get underneath him, or near him.



An attack that he usually performs right after the previous attack is a melee combo, where he tries to hit you up to 3 times. I highly suggest you jump away right after the previous attack to avoid the attack. Of course he can also this whenever you're close so be wary of that.



Following his melee combo, he also has a straight punch. His hand will glow red and put it behind him and immediately charges forward. You can easily just jump over it.



Another attack is the [Black Hole](#). He releases that, a black hole, that slowly moves across the room and towards you. You can destroy this by shooting several missiles into it. I highly suggest you use your regular missiles to avoid spending all of them destroying these. If you don't destroy it it'll hit you for almost 100 Energy. Most importantly, however, they drop energy and missiles when you destroy them so it's in your best interest to do so.



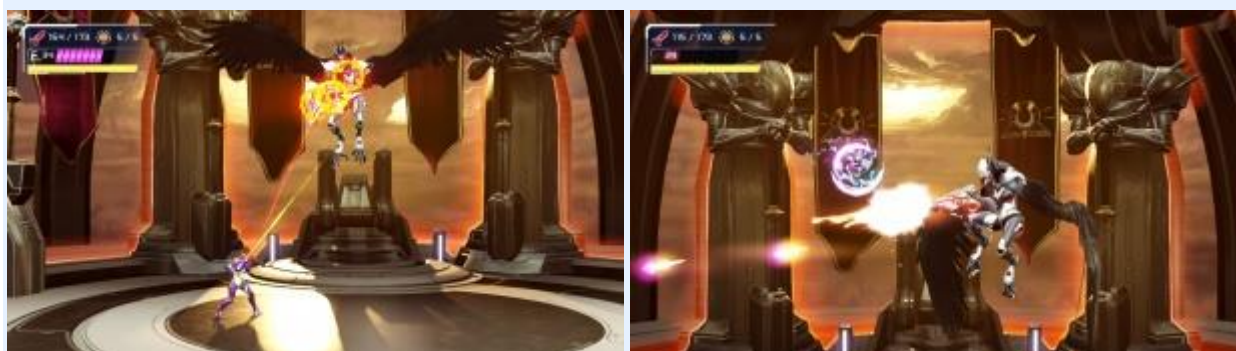
Phase 2

Phase 2 has a completely different feel. We'll have a flying [Raven](#) Beak, and all of his attacks have changed.

Thankfully, during this fight Raven Beak doesn't have his shield from before, so you'll want to focus on dodging attacks and filling him up with missiles. In my opinion it's an easier phase, but that's up to you.

After you deal enough damage a scene will play and you'll enter phase 3. There are no QTE here.

As for attacks, he has a little machine gun. He'll shoot it and it can hit you over and over. The attack doesn't stun you at all so you can get out of the attack, but to actually avoid the attack you want to space jump over him, drop to the ground, and repeat. You want to go around him in circles to avoid the attack. Again, this attack will take you by surprise, but once you get the hang of the timing it's extremely simple.



He also has a charge. He gets closer to the ground and charges. You can easily slide as you see him get lower and lower to avoid the attack.



He also has a dropkick, in which he goes crazy high and drops down on you. Another easy attack as you see him go up real high.



One more attack he has, he points his beam in a diagonal and shoots a massive beam. He points it at you so when you see this happen slide to be under him and you'll avoid this attack.



And that's pretty much all of his attacks. Like I said, much easier to predict.

Phase 3

This phase is very similar to the first one. He uses many of his [previous](#) attacks, but also adds a couple of new ones, which are listed below. This is the final phase and you only need to damage him enough to end the fight.

A scene will play once you're at the end of the fight and we'll have a 2 button prompt QTE.

He has our Speed Boost. Just like us when we gain momentum, he turns blue and shoots himself forward. That's not it, if you try to jump over it he'll change direction and go up. If this happens, make sure to shift to avoid the attack.



The one attack you want to be careful of is his sun attack. He creates a little sun from his cannon and moves it to the top center of the room. This thing will constantly create waves that hit you if you don't avoid it. To completely prevent this attack you'll want to place a Power Bomb as soon as you see it so that it explodes as soon as you see the sun. This gives you energy and missiles.



He also has a power beam, in which he charges his beam and after a second or two of charging he'll shoot it out. He does this several times in a row and each shot lasts for a couple seconds so keep on space jumping to avoid them.



After the fight we'll have several scenes and Samus will have a new suit... what?! Anyway, we need to immediately charge our shot and shoot at Raven Beak. Keep your beam on him at all times to finally bring him down.

And once you've defeated him, as it's normal in the [series](#), it's about us running away towards our ship. We've got a whopping 3 minutes to get out of here and we're pretty far away. Enjoy this part for yourself. Do note that we all the enemies will die as they touch you, which is pretty amazing.

When you reach the top of the area you'll trigger the final scenes. And that's it!

We hope you enjoyed this guide as we played through Metroid Dread together. It was a heck of a journey and we loved every minute of it! If you enjoyed the guide, be sure to comment below as this guide wouldn't be here without Neoseeker's support. Thanks for playing along with us everyone!

